

# **SHOWDOWN** **Yahtzee**

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## For 2 to 4 Players

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**Contents:** Gameboard • 12 Cards • 4 Pawns • 1 Red Die • 5 Black Dice • Dice Cup • Dice Tray • Scoring Chips

**Object:** Roll the dice to control cards, and have the most scoring chips on the gameboard at the end of the game.

**It's A Showdown!** The game is played in two parts. The first part ends when players control all 12 cards on the gameboard. Then it's time for the Showdown Round, which gives each player one last chance to control more cards!

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### Setting Up

1. Place the dice tray in the center of the playing area. Then lower the gameboard over it so that the tray fits into the center hole of the gameboard.
2. Carefully separate the 12 cards from the cardboard sheet. Lay the 12 cards faceup near the gameboard, within easy reach of all players.
3. Choose a pawn and place it on the matching color Wild space. Take the scoring chips that match your pawn color and place them in front of you. All players do the same. Place any unused pawns and scoring chips out of play.

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### How To Play

Choose a player to go first. Play will then continue clockwise.

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### What You Do On A Turn

The object of the game is to control as many cards as possible on the gameboard. To do this, roll scoring combinations to *place* cards on gameboard spaces—or to *steal* cards that have already been placed on gameboard spaces. Each card you control is worth scoring chips.

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On each of your turns, take the following 3 steps:

1. Roll the red die, then move your pawn clockwise on the gameboard the number of spaces you rolled.

Count each space as you move your pawn. More than one pawn may occupy a space.

2. Roll the black dice to try to control a card. Your options depend on the type of space you land on, as explained below.



If you land on an *empty* space (a diamond space with no card on it), roll the dice to try to *place* a card on that space. When you place a card, you control it. Note: When the game begins, *all* spaces are empty.



If you land on a *covered* space (a space with a card on it), roll the dice to try to steal the card on that space. When you steal a card, you control it.



If you land on a Wild space, roll the dice to try to place *or* steal a card. See Wild Spaces on page 6.

3. If you gain control of a card, record your score by stacking the correct number of your chips on the card. Your turn is over.

If you do not gain control of a card, your turn is over.

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## Rolling To Place A Card.

Whenever you land on an empty space, roll the black dice to try to place a card on that space.

To place a card, roll the *scoring combination* for any card that has not yet been placed on the gameboard. Scoring combinations are explained on the following pages.

You may roll the black dice up to 3 times, although you may stop after the first or second roll. If any dice fall outside of the tray, reroll those dice.

*You do not have to declare the card you're rolling for; you may change your mind at any time until your final roll.*

**First Roll:** Roll all 5 black dice. Place the dice in the cup (if you wish), shake them up, then roll them into the dice tray.

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After rolling, you may save one or more of the dice by fitting them into the dice holders on the side of the tray.

**Second Roll:** Reroll the remaining die or dice. Again, you may save one or more of the dice you rolled.

**Third Roll:** Reroll the remaining die or dice. If you wish, you may remove one or more dice from the dice holders and add them to your reroll.

If you roll a third time, all 5 of the dice are final.

## Placing and Scoring A Card

Each of the 12 cards represents a different scoring combination. To place a card, you must roll the scoring combination that matches it.

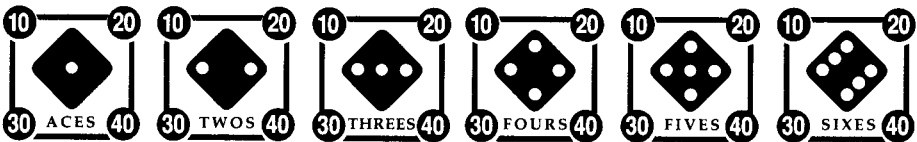
If your final roll matches the scoring combination of a card that's still off the gameboard, place the card on the space your pawn is on. Then score it by stacking the correct number of your scoring chips on it, depending on what you rolled. You now control the card! Each scoring chip you stack on your card is worth 10 points.

If your final roll does *not* match the scoring combination of a card that's off the gameboard, your turn is over.

Here's what you must roll to place each of the 12 cards, and how many of your scoring chips to stack on it.

## Scoring Combinations

### Aces Through Sixes



Roll one or more aces.

Roll one or more twos.

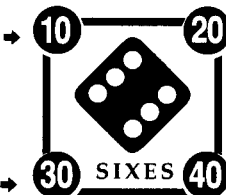
Roll one or more threes.

Roll one or more fours.

Roll one or more fives.

Roll one or more sixes.

Stack 1 chip here if you roll 1 six.



Stack 2 chips here if you roll 2 sixes.

Stack 3 chips here if you roll 3 sixes.

Stack 4 chips here if you roll 4 sixes.

You can place one of these cards if *at least* one die on your final roll matches the number on the card.

### Scoring Chips

Score 10, 20, 30 or 40 points (one chip for every matching number on the dice).

**Examples****Aces Through Sixes** (continued)

You roll 2 aces, and decide to place the Aces card. Stack 2 of your chips on the card's "20" circle.

Note: If you had placed the Threes, Fours or Fives card instead, you would have scored 1 chip.



You roll 3 sixes, and decide to place the Sixes card.

Stack 3 chips on the card's "30" circle. Note: You could have decided to place the Aces, Fours or Three Of A Kind card instead.

**Three Of A Kind**

You can place this card if the dice on your final roll show three (or four) dice of the same number. Score 30 points (3 chips).

**Example**

With this roll of 3 fours, you decide to place the Three Of A Kind Card. Stack 3 chips on either circle. Note: You could have decided to place the Twos, Fours or Fives card instead.

**Four Of A Kind**

You can place this card if the dice on your final roll show four dice of the same number. Score 40 points (4 chips).

**Example**

With this roll of 4 twos, you decide to place the Four Of A Kind Card. Stack 4 chips on either circle. Note: You could have decided to place the Twos, Sixes or Three Of A Kind card instead.

**Full House**

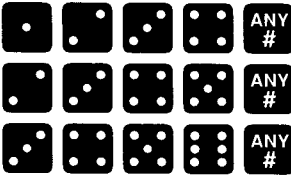
You can place this card if the dice on your final roll show any combination of three of one number and two of another. Score 50 points (5 chips).

**Example**

With this roll, you decide to place the Full House Card. Stack 5 chips on either circle. Note: You could have decided to place the Threes, Fives or Three Of A Kind Card instead.

**Small Straight**

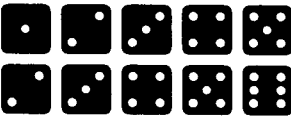
You can place this card if the dice on your final roll show any sequence of four numbers. Score 50 points (5 chips).

**Examples**

With any one of these 3 combinations, you can place the Small Straight card. Stack 5 chips on either circle.  
 Note: You could decide to place any matching Aces through Sixes card instead.

**Large Straight**

You can place this card if the dice on your final roll show any sequence of five numbers. Score 70 points (7 chips).

**Examples**

With either one of these combinations, you can place the Large Straight card. Stack 7 chips on either circle.  
 Note: You may decide to place the Small Straight card, or any matching Aces through Sixes card instead.

**Chance**

You can place this card if the dice on your final roll show any combination totalling 25 or over. Score 60 points (6 chips).

**Example**

Since the numbers on these dice total 25, you decide to place the Chance card. Stack 6 chips on either circle.  
 Note: You could have placed the Threes, Fours, Sixes or Three Of A Kind card instead.

**Yahtzee**

When the dice on your final roll show 5 matching numbers, you rolled a Yahtzee!

There is no Yahtzee card. Rolling a Yahtzee earns you a special bonus. See Rolling A Yahtzee on page 7.

**Rolling To Steal A Card**

Whenever you land on a covered space, you must roll the black dice to try to steal the card on that space. You may not roll for any other card.

Roll the black dice up to 3 times, as described under Rolling to Place A Card. To steal a card, you must “meet or beat” the number of chips on the card.

**Stealing And Scoring A Card**

Whenever you steal a card, remove the chips from the card and return them to the card’s previous owner. Then stack the correct number of your own chips there.

You now control the card! See Figures 1 and 2 for examples of stealing a card.

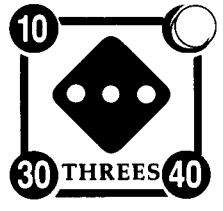
**FIGURE 1**

Your pawn landed on the FULL HOUSE card controlled by an opponent. You must roll a Full House to steal this card.



**FIGURE 2**

Your pawn landed on the THREES card controlled by an opponent. There are 2 chips on the card. You must roll two or more threes to steal this card.

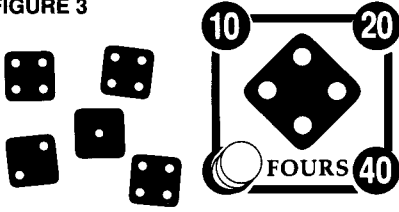


If you do not steal the card, keep your pawn on that space. Your turn is over.

**Landing on Your Own Card:** Whenever you land on a space covered by a card *you* control, you have two options:

- Either roll the red die and move again; *or*
- Try to increase your score for your card. This is possible only if you land on an Aces through Sixes card with a stack of less than 4 chips.

**FIGURE 3**



You landed on your own FOURS card, which has 1 chip on it. You roll 3 fours. You can now add two more chips and move your stack to the "30" circle.

To increase your score, you must *beat* your previous roll. If you do so, add the correct number of chips to your stack on that card. Now your card will be tougher for an opponent to steal! See Figure 3 for an example.

If you do not increase your score, keep your pawn on that space. Your turn is over.

## Wild Spaces

The four corner spaces are Wild spaces. These spaces are never covered by cards.

When you land on a Wild space, you may roll the dice either to *place* a card, or to *steal* one!

Keep your pawn on the Wild space. Then roll the black dice to place *or* steal a card. You need not declare what you're rolling for; you may change your mind at any time before your roll is final.

- If you roll successfully to *place* a card, move your pawn to the next empty space and place the card there. Now stack the correct number of scoring chips on the card.
- If you roll successfully to *steal* a card, move your pawn to that covered space and

follow the rules for stacking your chips there. Note: You may also move to a space covered by a card you control, to increase your score for that card.

If you cannot place or steal a card, leave your pawn on the Wild space. Your turn is over.

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## Rolling A Yahtzee



A Yahtzee is 5 dice of the same number. You can try for a Yahtzee on *any* turn, no matter what card you're rolling for.

Whenever you roll a Yahtzee, you automatically control *any card you want!* Here are your options:

If you decide to *place* a card, move to the next empty space (unless you are already on an empty space). Place any card you want (that's off the gameboard) on the space, then stack the correct number of your scoring chips on it. Your turn is over.

If you decide to *steal* a card, move your pawn to the space covered by the card you want to steal (unless your pawn is already on that space). Return the chips to the player who controlled the card, and stack the correct number of your own chips there. Your turn is over. Note: If you place or steal an Aces through Sixes card, stack 4 chips on it.

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## The Showdown Round

Keep playing until all 12 cards have been placed on the gameboard. Now it's time for the Showdown Round, which gives each player one last chance to score big by stealing cards!

The Showdown Round starts with the player to the left of the player who placed the 12th card. Play continues clockwise until each player has taken one turn.

On your turn in this round, follow the rules for moving your pawn and stealing cards. If you land on a space covered by a card you control, you may roll and move again or stay on the space to try to increase your score.

Each time you steal a card, roll the red die and move again to try to steal another card. Continue moving and stealing until you roll unsuccessfully and cannot steal a card. This ends your turn.

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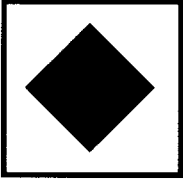
## How To Win

Once each player has taken a turn in the Showdown Round, the game ends. Count up the chips you own on the gameboard. All players do the same. The player with the most chips wins the game!

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## Two Turn Examples

In this 2-player game, Bob and Leslie are the players. Some cards have already been placed on the gameboard spaces.



### Bob's Turn: Placing A Card

Bob rolls 3 on the red die and moves his pawn 3 spaces to an empty space.

The cards below are off the gameboard. Bob rolls to place one of the cards on the space.



**First Roll:** Bob saves the 2 twos and rerolls the remaining 3 dice.



**Second Roll:** Bob decides to save the 2 sixes and the five. He picks up the 2 twos and rerolls them.



**Third Roll:** Bob rolls a five and a six for his final roll. He may now place the Sixes, Three Of A Kind or Chance card!



Bob decides to place the Chance card for 60 points. He places the card on the space and stacks 6 of his chips there. This ends Bob's turn.



### Leslie's Turn: Stealing A Card



Leslie rolls 2 on the red die. She moves her pawn 2 spaces to the space covered by Bob's Aces card, which has 2 of his

chips on it. She must now roll to steal his card.

**First Roll:** Leslie saves the ace and rerolls the remaining 4 dice.



**Second Roll:** Leslie could stop now and steal Bob's card; but she saves the 3 aces and rerolls the remaining die, hoping for a Yahtzee.



**Third Roll:** Leslie rolls a three for her final roll. Not enough for a Yahtzee, but enough to steal Bob's card!



Leslie returns Bob's 2 chips to him.

She then stacks 4 of her own chips on



the "40" circle on the Aces card. This ends Leslie's turn.