

Yahtzee

The rules on one page

Players

1 or more. Everyone keeps their own score.

You need

5 dice, a score sheet for each player and a pencil

Goal

Score the highest total across your 13 boxes

Game ends

After 13 turns each, when every box is filled

Setup

1. Give each player a score sheet and a pencil. A sheet has 13 boxes: 6 in the upper section and 7 in the lower section.
2. Put the 5 dice in the middle of the table. Everyone uses the same dice.
3. Decide who goes first. Each player rolls all 5 dice, and the highest total starts. Turns then pass to the left.

How to play

1. **Roll all 5 dice.** Start your turn by rolling all 5 dice. Set aside any dice you want to keep. If the roll is already what you want, you can stop and score it.
2. **Roll again, up to 3 rolls in all.** You may roll twice more. On each of those rolls, pick up any or all of the dice and roll them again. That includes dice you kept earlier in the turn. You can stop after any roll. After the third roll you must score.
3. **Fill in 1 box.** End your turn by writing a score in 1 empty box of your choice. The dice must fit the box to score there. Each box is filled only once, so a game is 13 turns for every player.
4. **Enter a zero when nothing fits.** You must fill a box on every turn. If your dice fit none of your empty boxes, write 0 in any one of them. You may also take a 0 on purpose, to save a box your dice do fit.
5. **Score the upper section.** The upper boxes are Aces, Twos, Threes, Fours, Fives and Sixes. In each, add up only the dice showing that number. Three 5s score 15 in Fives. A total of 63 or more across the 6 boxes earns a 35-point bonus.
6. **Score the lower section.** In the lower section, 3 of a Kind, 4 of a Kind and Chance score the total of all 5 dice. Full House scores 25, Small Straight 30, Large Straight 40 and Yahtzee 50. The score table shows the dice each box needs.
7. **Score an extra Yahtzee.** A Yahtzee rolled after your Yahtzee box is filled follows the Joker rules. If that box holds 50, you also earn a 100-point bonus. Score the roll in the upper box for its number. If that is filled, use any empty lower box. If those are filled too, enter 0 in an empty upper box.
8. **Add up at the end.** The game ends when every player has filled all 13 boxes. Add your 6 upper boxes, plus the 35-point bonus if they total 63 or more. Add your 7 lower boxes, plus 100 for each Yahtzee bonus. The two sections together make your grand total.

Scoring

Upper section

Box	What you score	Example
Aces	1 for each die showing 1	1-1-1-4-6 scores 3
Twos	2 for each die showing 2	2-2-2-3-5 scores 6
Threes	3 for each die showing 3	3-3-3-1-6 scores 9
Fours	4 for each die showing 4	4-4-4-2-5 scores 12
Fives	5 for each die showing 5	5-5-5-1-2 scores 15
Sixes	6 for each die showing 6	6-6-6-3-4 scores 18

Lower section

Box	What you need	Score
3 of a Kind	At least 3 dice showing the same number	Total of all 5 dice
4 of a Kind	At least 4 dice showing the same number	Total of all 5 dice
Full House	3 dice of one number and 2 of another	25
Small Straight	4 dice in sequence, such as 2-3-4-5	30
Large Straight	5 dice in sequence: 1-2-3-4-5 or 2-3-4-5-6	40
Yahtzee	All 5 dice showing the same number	50
Chance	Any 5 dice	Total of all 5 dice

Bonuses

Bonus	How you earn it	Score
Upper section bonus	Your 6 upper boxes total 63 or more	35
Yahtzee bonus	You roll a Yahtzee when your Yahtzee box already holds 50	100 each time

A later Yahtzee under the Joker rules

When	Where the roll goes	Score
The upper box for its number is empty	That upper box	Total of all 5 dice
That upper box is filled	3 of a Kind, 4 of a Kind or Chance	Total of all 5 dice
That upper box is filled	Full House	25
That upper box is filled	Small Straight	30
That upper box is filled	Large Straight	40
That upper box and every lower box are filled	Any empty upper box	0

The player with the highest grand total wins. The official rules do not say how to break a tie.



familygamerules.com/yahtzee has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against Hasbro and Winning Moves Games, October 2026.

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