

Yahtzee®

The classic shake, score & shout dice game!

JOSS WHEDON'S
firefly™

COLLECTOR'S EDITION

AGES 8+

How To Play:

What's the same?

- Play the Firefly Edition of Yahtzee® the same way you play traditional Yahtzee!

What's different?

- The dice! They feature Chinese Characters which replace the pips.
- The dice cup is bigger, and shaped like the Serenity ship.
- Use this legend to help score.

Key:

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Contents: 5 dice; Serenity dice cup; pencil; score pad

TRADITIONAL YAHTZEE RULES

Roll dice for scoring combinations and get the highest total score.

Game Summary

On each turn, roll the dice up to 3 times to get the highest scoring combination for one of 13 categories. After you finish rolling, you must place a score or a zero in one of the 13 category boxes on your score card. The game ends when all players have filled in their 13 boxes. Scores are totaled, including any bonus points. The player with the highest total wins.

How to Play

Each player takes a score card. To decide who goes first, each player in turn rolls all 5 dice. The player with the highest total goes first. Play then passes to the left.

Taking A Turn

On your turn, you may roll the dice up to 3 times, although you may stop and score after your first or second roll. To roll the dice, place them in the dice cup, shake them up, and roll them out.

First roll: roll all 5 dice. Set aside any “keepers.” You don’t need to declare which combination you’re rolling for; you may change your mind after any roll.

You may stop and score after your second roll, or set aside any “keepers” and roll a third time.

Third and final roll: reroll ANY or ALL dice you want. After your third roll, you must fill in a box on your score card with a score or a zero. After you fill in a box, your turn is over.

Scoring

When you are finished rolling, decide which box to fill in on your score card. For each game, there is a column of 13 boxes. You must fill in a box on each turn; if you can't (or don't want to) enter a score, you must enter a zero. Fill in each box only once, in any order, depending on your best scoring option.

The score card is divided into an Upper Section and a Lower Section. Scoring combinations for each section are explained below.

To score in the Upper Section, add only the dice with the same number and enter the total in the appropriate box. For example, with the dice shown below you could score 9 in the Threes box, 2 in the Twos box or 4 in the Fours box.



UPPER SECTION		HOW TO SCORE
Ones	 = 1	Count and Add Only Ones
Twos	 = 2	Count and Add Only Twos
Threes	 = 3	Count and Add Only Threes
Fours	 = 4	Count and Add Only Fours
Fives	 = 5	Count and Add Only Fives
Sixes	 = 6	Count and Add Only Sixes

a 35-point bonus. The bonus points are based on scoring three of each number (Aces through Sixes); however, you may earn the bonus with any combination of scores totaling 63 points or more.

LOWER SECTION	HOW TO SCORE
3 of a Kind	Add Total Of All Dice
4 of a Kind	Add Total Of All Dice
Full House	SCORE 25
Sm. Straight <small>Sequence Of 4</small>	SCORE 30
Lg. Straight <small>Sequence Of 5</small>	SCORE 40
YAHTZEE <small>5 of a kind</small>	SCORE 50
Chance	Score Total Of All 5 Dice

Your goal in the Upper Section is to score a total of at least 63 points, to earn

Each of the Lower Section scoring combinations is explained in detail on the following pages.

3 of a Kind: Score in this box only if the dice include 3 or more of the same number.



For example, with the dice shown here you could score 18 points in the 3 of a Kind box.

Other Scoring Options: you could instead score 18 in the Chance box, or you could score in the Upper Section: 15 in the Fives box, 2 in the Twos box or 1 in the Aces box.

4 of a Kind: Score in this box only if the dice include 4 or more of the same number.



For example, with the dice shown here you could score 14 points in the 4 of a Kind box.

Other Scoring Options: you could instead score 14 in the 3 of a Kind box or in the Chance box – or you could score in the Upper Section: 8 in the Twos box, or 6 in the Sixes box.

Full House: Score in this box only if the dice show three of one number and two of another. Any Full House is worth 25 points. For example, with the dice shown here you could score 25 points in the Full House box.



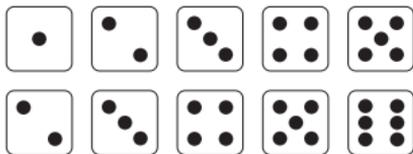
Other Scoring Options: you could instead score 19 in the 3 of a Kind box or in the Chance box – or you could score in the Upper Section: 9 in the Threes box or 10 in the Fives box.

Small Straight: Score in this box only if the dice show any sequence of four numbers. Any Small Straight is worth 30 points. You could score 30 points in the Small Straight box with any of the three dice combinations shown here.



Other Scoring Options: you could instead score in the Chance box, or in the appropriate Upper Section box.

Large Straight: Score in this box only if the dice show any sequence of five numbers. Any Large Straight is worth 40 points. You could score 40 points in the Large Straight box with either of the two dice combinations shown here.



Other Scoring Options: you could instead score in the Small Straight box, the Chance box, or the appropriate Upper Section box.

YAHTZEE: Score in this box only if the dice show five of the same number (5 of a Kind).



A YAHTZEE example is shown here. The first YAHTZEE you enter in the YAHTZEE box is worth 50 points. For each additional YAHTZEE you roll, you earn a bonus (see YAHTZEE BONUS, below)!

Chance: Score the total of any 5 dice in this box. This catch-all category comes in handy when you can't (or don't want to) score in another category, and don't want to enter zero.

For example, you could score 22 points in the Chance box with the dice shown here.



YAHTZEE BONUS: If you roll a YAHTZEE and have already filled in the YAHTZEE box with a 50, you get a 100-point bonus! And place a check mark (✓) in the YAHTZEE BONUS box on your score card. Then fill in one of the 13 boxes on your score card according to the JOKER RULES, described below.

As long as you've scored 50 in the YAHTZEE box, you get a

YAHTZEE bonus for each additional YAHTZEE you roll – just squeeze in the check marks if necessary! If you roll a YAHTZEE and have already entered zero in the YAHTZEE box, you do not earn a YAHTZEE bonus; however, you must fill in one of the 13 boxes on your score card according to the JOKER RULES below.

JOKER RULES: Score the total of all 5 dice in the appropriate Upper Section box. If this box has already been filled in, score as follows in any open Lower Section box:

3 OF A KIND: TOTAL OF ALL 5 DICE

SMALL STRAIGHT: 30 POINTS

4 OF A KIND: TOTAL OF ALL 5 DICE

LARGE STRAIGHT: 40 POINTS

FULL HOUSE: 25 POINTS

CHANCE: TOTAL OF ALL 5 DICE

If the appropriate Upper Section box and all Lower Section boxes are filled in, you must enter a zero in any open Upper Section box. For example, you roll 5 Fours. You've already entered zero in the YAHTZEE box, and have also scored in the Fours box in the Upper Section. The Joker rules allow you to score in any open box in the Lower Section. You decide to score 40 points in the Large Straight box.

Ending a Game

Once each player has filled in all 13 category boxes, the game ends. Each player now adds up his or her score as follows:

Upper Section: Add up the Upper Section scores and enter the total in the TOTAL SCORE box. Enter the 35-point bonus in the BONUS box if you scored 63 points or more. Then enter the total in the TOTAL box.

Lower Section: Add up the Lower Section scores, and enter the total in the TOTAL of Lower Section box. Add 100 points for each check mark in the YAHTZEE BONUS boxes.

Grand Total: Add the Upper Section and Lower Section scores, and enter the total in this box. This is your score for the game.

How to Win

After the scores are tallied, the player with the highest Grand Total wins the game!

A Turn Example

You're well into a 4-player game. Your dice rolls and scoring strategy are illustrated below.

First Roll



You could roll again for Fours, or 3 of a Kind or Large Straight. You've already scored your Small Straight, so it's risky; but the 2/3/4/5 gives you a good chance of rolling either an Ace or a Six in the next two rolls. You decide to set aside the Small Straight and re-roll the die.

Second Roll



You roll a Two. You could re-roll the die again for your Large Straight, or set aside the 2 Twos and roll for your Twos or for 3 of a Kind. You decide to set aside the Twos and re-roll the remaining 3 dice.

UPPER SECTION	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4	GT
Ones	= 1 Count and Add Only Ones	3				
Twos	= 2 Count and Add Only Twos					
Threes	= 3 Count and Add Only Threes					
Fours	= 4 Count and Add Only Fours					
Fives	= 5 Count and Add Only Fives	15				
Sixes	= 6 Count and Add Only Sixes	24				
TOTAL SCORE	→					
BONUS	If total score is 63 or over	SCORE 35				
TOTAL	Of upper section	→				
LOWER SECTION						
3 of a Kind	Add Total Of All Dice					
4 of a Kind	Add Total Of All Dice	18				
Full House	SCORE 25					
Sm. Straight	SCORE 30	30				
lg. Straight	SCORE 40					
YAHITZEE	SCORE 50					
Chance	Score Total Of All 5 Dice					
YAHITZEE BONUS	3 FOR EACH BONUS SCORE 100 PER					
TOTAL						

Third and Final Roll



You roll 1 Two and 2 Threes. You could score 6 points for Twos, 12 points for 3 of a Kind, or 25 points for Full House. You decide on the Full House because this combination can be tough to roll later in the game; also, you're ahead in the Upper Section, so you may not need 3 Twos for your 35-point bonus; and also, you're hoping that later you'll roll a higher-scoring 3 of a Kind!

Solo Play

No competition around? Challenge yourself in solitaire play, and try to beat your previous scores!

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