

Yahtzee



Fitness Edition







Equipment: You will need 5 Dice and the Yahtzee Fitness Edition Scorecard to play.

Object of the Game: Obtain the highest score after 13 rounds as determined by rolling the dice.

Directions: (Based on the traditional game of Yahtzee)

- How to begin: Each player rolls one dice. The player with the highest roll goes first. Take turns going clockwise.
- Game turn: Each player rolls all 5 dice. Each turn consists of a maximum of three rolls.
 - » Roll #1: Must be made with all five dice. If you get the exact combo you want, you can mark your scorecard and pass the dice to the next player. If not, set aside the dice you want to keep, and proceed with roll #2.
 - » Roll #2: Re-roll the remaining dice. If you get the exact combo you want, you can mark your scorecard and pass the dice to the next player. If not, set aside the dice you want to keep, and proceed with roll #3.
 - » Roll #3: Re-roll any of dice for your final roll, which can include dice that you did not roll in roll #2 if you choose in order to maximize your score. You must enter your score at the end of this roll, whether you like your dice or not.
- Scoring: There are 13 scoring categories. On each completed turn, the player will put a score in the scoring box of their choice. The boxes can be filled in any order that they choose.
 - » If your final roll does not suit any of the empty boxes, you have to enter a zero in a box of your choosing. Scoring even a single die value is better than zero.
 - » There are two sections to the scorecard, the Upper and Lower section, with each being scored differently.
 - » The player with the most points after all 13 boxes have been scored is the winner.
- Fitness: The opposing players will do the associated exercise with the players score after each completed turn as shown on the scorecard.

Yahtzee Fitness Edition Scorecard

Upper Section	How to Score	Exercise Performed by Opposing Players	Player 1 Score	Player 2 Score	Player 3 Score	Player 4 Score
 = Ones	Count and add all the ones.	The number of points scored in burpees.				
 = Twos	Count and add all the twos.	The number of points scored in push-ups.				
 = Threes	Count and add all the threes.	The number of points scored in sit-ups.				
 = Fours	Count and add all the fours.	The number of points scored in lunges.				
 = Fives	Count and add all the fives.	The number of points scored in squats.				
 = Sixes	Count and add all the sixes.	The number of points scored in mt. climbers.				
Upper Section Total	Add up your total score.	Water break!				
BONUS	If your upper section is over 63, add 35 points.	35 second plank.				
Lower Section	How to Score	Exercise Performed by Opposing Players	Player 1 Score	Player 2 Score	Player 3 Score	Player 4 Score
3 of a Kind	Add the total of all five dice.	The number of points scored in arm circles.				
4 of a Kind	Add the total of all five dice.	The number of points scored in high knees.				
Full House	[3 of a kind & 2 of a kind] Add 25 points.	25 jumping jacks.				
Small Straight	[Four dice in order] Add 30 points.	30 second wall sit.				
Large Straight	[Five dice in order] Add 40 points.	40 seconds of crab walk.				
Chance	Add the total of all five dice.	The number of points scored in star jumps.				
YAHTZEE	[5 of a kind] Add 50 points.	50 seconds of running in place.				
YAHTZEE BONUS	Add 100 points for each additional YAHTZEE.	50 seconds of skipping in place.				
Lower Section Total	Add up your total score for the lower section.	Water break!				
FINAL SCORE	Add your upper and lower section with the bonus.	1 minute dance party! Winner chooses song.				