

On each turn, a player gets up to three rolls of the dice. He or she can save any dice that are wanted to complete a combination and then re-roll the other dice. After the third roll, the player must find a place to put the score (though he or she can choose to end the turn and score after one or two rolls, if desired). If the resulting combination of dice will not fit in any unused scoring category, the player must place a "zero" in one of the unused boxes. Each player's total score is calculated by summing all thirteen score boxes.

A *Yahtzee* occurs when all five dice have the same value during one turn, and has the high score of 50 points. If a player scores additional Yahtzees during the same game, that player is awarded bonus points. Bonus Yahtzees are worth 100 points each. A player must still score in an empty box as per normal in addition to receiving the 100-point bonus.

Additional Yahtzees may be used as wild cards in the Lower Section (scoring full points in a lower section box, such as a long straight, despite not having the normally required dice) provided that the corresponding Upper Section box has been filled. For example, if a player rolled five threes (a Yahtzee in threes), the player could only use it as a wild card in the Lower Section if he or she already had a score in the Threes box in the Upper Section. If the Threes box was still open, the player must score 15 in the threes (sum of five threes).[\[citation needed\]](#)

In case a Yahtzee occurs *after* the Yahtzee box contains zero, the Bonus Yahtzee score is not awarded; but the wild card rule stated above still applies.

