

ED, THE CAT



# YATZY



NAME: _____	
1-1-1-1-1	50 POINTS
1-1-1-1-2	40 POINTS
1-1-1-1-3	30 POINTS
1-1-1-1-4	20 POINTS
1-1-1-1-5	15 POINTS
1-1-1-1-6	10 POINTS
1-1-1-2-2	30 POINTS
1-1-1-2-3	25 POINTS
1-1-1-2-4	20 POINTS
1-1-1-2-5	15 POINTS
1-1-1-2-6	10 POINTS
1-1-1-3-3	30 POINTS
1-1-1-3-4	25 POINTS
1-1-1-3-5	20 POINTS
1-1-1-3-6	15 POINTS
1-1-1-4-4	30 POINTS
1-1-1-4-5	25 POINTS
1-1-1-4-6	20 POINTS
1-1-1-5-5	30 POINTS
1-1-1-5-6	25 POINTS
1-1-1-6-6	30 POINTS
1-1-2-2-2	30 POINTS
1-1-2-2-3	25 POINTS
1-1-2-2-4	20 POINTS
1-1-2-2-5	15 POINTS
1-1-2-2-6	10 POINTS
1-1-2-3-3	30 POINTS
1-1-2-3-4	25 POINTS
1-1-2-3-5	20 POINTS
1-1-2-3-6	15 POINTS
1-1-2-4-4	30 POINTS
1-1-2-4-5	25 POINTS
1-1-2-4-6	20 POINTS
1-1-2-5-5	30 POINTS
1-1-2-5-6	25 POINTS
1-1-2-6-6	30 POINTS
1-1-3-3-3	30 POINTS
1-1-3-3-4	25 POINTS
1-1-3-3-5	20 POINTS
1-1-3-3-6	15 POINTS
1-1-3-4-4	30 POINTS
1-1-3-4-5	25 POINTS
1-1-3-4-6	20 POINTS
1-1-3-5-5	30 POINTS
1-1-3-5-6	25 POINTS
1-1-3-6-6	30 POINTS
1-1-4-4-4	30 POINTS
1-1-4-4-5	25 POINTS
1-1-4-4-6	20 POINTS
1-1-4-5-5	30 POINTS
1-1-4-5-6	25 POINTS
1-1-4-6-6	30 POINTS
1-1-5-5-5	30 POINTS
1-1-5-5-6	25 POINTS
1-1-5-6-6	30 POINTS
1-1-6-6-6	30 POINTS
1-2-2-2-2	30 POINTS
1-2-2-2-3	25 POINTS
1-2-2-2-4	20 POINTS
1-2-2-2-5	15 POINTS
1-2-2-2-6	10 POINTS
1-2-2-3-3	30 POINTS
1-2-2-3-4	25 POINTS
1-2-2-3-5	20 POINTS
1-2-2-3-6	15 POINTS
1-2-2-4-4	30 POINTS
1-2-2-4-5	25 POINTS
1-2-2-4-6	20 POINTS
1-2-2-5-5	30 POINTS
1-2-2-5-6	25 POINTS
1-2-2-6-6	30 POINTS
1-2-3-3-3	30 POINTS
1-2-3-3-4	25 POINTS
1-2-3-3-5	20 POINTS
1-2-3-3-6	15 POINTS
1-2-3-4-4	30 POINTS
1-2-3-4-5	25 POINTS
1-2-3-4-6	20 POINTS
1-2-3-5-5	30 POINTS
1-2-3-5-6	25 POINTS
1-2-3-6-6	30 POINTS
1-2-4-4-4	30 POINTS
1-2-4-4-5	25 POINTS
1-2-4-4-6	20 POINTS
1-2-4-5-5	30 POINTS
1-2-4-5-6	25 POINTS
1-2-4-6-6	30 POINTS
1-2-5-5-5	30 POINTS
1-2-5-5-6	25 POINTS
1-2-5-6-6	30 POINTS
1-2-6-6-6	30 POINTS
1-3-3-3-3	30 POINTS
1-3-3-3-4	25 POINTS
1-3-3-3-5	20 POINTS
1-3-3-3-6	15 POINTS
1-3-3-4-4	30 POINTS
1-3-3-4-5	25 POINTS
1-3-3-4-6	20 POINTS
1-3-3-5-5	30 POINTS
1-3-3-5-6	25 POINTS
1-3-3-6-6	30 POINTS
1-3-4-4-4	30 POINTS
1-3-4-4-5	25 POINTS
1-3-4-4-6	20 POINTS
1-3-4-5-5	30 POINTS
1-3-4-5-6	25 POINTS
1-3-4-6-6	30 POINTS
1-3-5-5-5	30 POINTS
1-3-5-5-6	25 POINTS
1-3-5-6-6	30 POINTS
1-3-6-6-6	30 POINTS
1-4-4-4-4	30 POINTS
1-4-4-4-5	25 POINTS
1-4-4-4-6	20 POINTS
1-4-4-5-5	30 POINTS
1-4-4-5-6	25 POINTS
1-4-4-6-6	30 POINTS
1-4-5-5-5	30 POINTS
1-4-5-5-6	25 POINTS
1-4-5-6-6	30 POINTS
1-4-6-6-6	30 POINTS
1-5-5-5-5	30 POINTS
1-5-5-5-6	25 POINTS
1-5-5-6-6	30 POINTS
1-5-6-6-6	30 POINTS
1-6-6-6-6	30 POINTS

The Classic Game of Dice  
For 2 to 6 cat lovers, ages 8 and above



## HERE'S WHAT'S IN THE BOX:

5 dice, 1 notepad

*You'll need something to write with.*

Which one of you has the coveted 5 of a kind up your sleeve? Or the large straight? If you risk too much, it'll get pretty hairy pretty quickly and you won't get any points. Whoever chooses their dice carefully and has a bit of luck has it in the bag.

## HERE'S WHAT YOU'VE GOT TO DO:

Your goal is to collect as many points as possible. You get points for rolling the dice combinations listed on the score sheet.

## THIS IS HOW YOU GET STARTED:

Everyone gets their own score sheet from the notepad and finds a pen or a pencil. Write your name on your sheet. Lay the dice in the middle of the table. Let's get rolling!

## THIS IS HOW TO PLAY:

Whoever most recently pet a cat gets to start. Play continues in a clockwise direction. Is it your turn? Then take all five dice and roll them. You can **roll them up to two more times**. After each roll, you get to decide which dice you want to put to the side and which ones you want to roll again. You can reroll dice that you had put to the side.

But after the **third roll**, at the latest, you're done. Now you **have** to choose a combination of dice based on what you rolled and record a value on your score sheet.

## WHICH COMBINATIONS OF DICE ARE THERE?

Your sheet is split into two sections. For each section, you can get different points and bonus points. Record your points for each roll in one of the sections. Here's an overview of the possible dice combinations:

### UPPER SECTION – COOL CAT:



**Aces:** You get 1 point for each 1 rolled.



**Twos:** You get 2 points for each 2 rolled.



**Threes:** You get 3 points for each 3 rolled.



**Fours:** You get 4 points for each 4 rolled.



**Fives:** You get 5 points for each 5 rolled.



**Sixes:** You get 6 points for each 6 rolled.

### Bonus points:

- Did you get **at least 63 points** in the upper section? Super cool! Then you get 35 bonus points. Enter your bonus points at the end of the game.
- Did you get **fewer than 63 points** in the upper section? Too bad! You don't get any bonus points.



## LOWER SECTION – CRANKY KITTY:

---



**Three of a Kind:** : At least three of the dice have the same value. Add up the points of all five of the dice and enter that sum on your score sheet.

---



**Four of a Kind:** At least four of the dice have the same value. Add up the points of all five of the dice and enter that sum on your score sheet.

---



**Fat Cat (Full House):**  
A pair plus a triplet are worth 25 points.

---



**Small Hairball (Small Straight):**  
Four sequential dice (1-2-3-4 | 2-3-4-5 | 3-4-5-6) are worth 30 points.

---



**Large Furball (Large Straight):**  
Five sequential dice (1-2-3-4-5 | 2-3-4-5-6) are worth 40 points.

---



**Marvelous Mouser (Five of a Kind):** All five of the dice are the same? Fantastic! For Marvelous Mouser you get 50 points.

---



**9 Lives (Chance):** Your roll is for the birds? Use this chance category and add up the value of all five of your dice.

---

### Notes:

- You can always count a higher Kind for a lower one. For instance, a Four of a Kind can be used for Three of a Kind.
- Your roll could be used for more than one combination? You have to choose **one** category per turn.
- You can't earn any points with the dice that you rolled because there are already values recorded for all of the relevant dice combinations? That's a bummer. You have to write in 0 points for one of the remaining categories.

*Example: After three rolls, Lilli's dice show four 5's and one 1. Since she already recorded values for 9 Lives, Three of a Kind and Four of a Kind, she has to choose between the Aces and the Fives. Lilli decides to write in 20 points for the Fives because that gets her the most points.*

## END OF THE GAME:

After 13 rounds, the game is over. The players add up the points on their score sheets. First, determine the score for each section by adding up the points for that section.

Did you get at least 63 points in the upper section **COOL CAT**? Then give yourself 35 bonus points, as well. These points are then added to your total for the first section and that result is recorded as the **subtotal**.

The **Final Total** is the sum of the subtotal and the score for the lower section **CRANKY KITTY**. Whoever now has the most points, wins. If there's a tie, then you share the victory.

© 2021 **moses. Verlag GmbH**  
Arnoldstraße 13d  
47906 Kempen  
[www.moses-verlag.de](http://www.moses-verlag.de)

Graphics / Design: Sandra Kretzmann  
Layout: Volker A. Maas  
Editor: Adrian Nuber  
Copy-Editor: Elke Vogel  
Producer: Anja Trentepohl  
Translation: Birgit Irgang  
Article number: 27487



  
**moses.**

WANNA PLAY  
AGAIN?!!

