

## 3-Dice Yahtzee Rules of Play

### INTRODUCTION

3-Dice Yahtzee is a dice game that uses two dice shakers, each containing three standard six-sided dice. One shaker represents the Red hand, and the other represents the Blue hand. The game may be configured so that a player must place a main wager on whether the Red or Blue hand wins or a wager on whether the Red or Blue hand Ties. A winning **Red or Blue Wager** is paid according to the corresponding payable. Whereas when a **Tie Wager** wins it simply pays 10 to 1; otherwise, the wager loses.

### RULES OF PLAY

To begin each round, players must place a main game wager on Red, Blue, Tie, or any combination of the three, and may also place any available optional bonus wagers. Alternatively, the operator may permit optional wagers without requiring main game wagers.

Once all wagers have been placed, the dealer shall shake each dice cup. At the operator's discretion, the dealer may allow players to shake the dice cups; however, the dealer must first shake the cups before handing them to the players. Neither the dealer nor the player may expose the dice prior to the player shaking the cups.

After shaking is complete, the dealer shall reveal the dice in each shaker and evaluate both hands according to the following rankings. A Yahtzee, consisting of three identical dice, is the highest-ranking hand and defeats all hands except a higher Yahtzee. The highest Yahtzee is 6-6-6 and the lowest is 1-1-1. A Straight, consisting of three sequential dice, is the second-highest-ranking hand and defeats all lower Straights and any Chance outcome, but loses to any Yahtzee. The highest Straight is 6-5-4 and the lowest is 3-2-1. A Chance is the total of the three dice and is the lowest-ranking hand; a higher Chance total defeats a lower Chance total but loses to any Yahtzee or Straight. The highest possible Chance is 17 and the lowest is 4.

A Large Yahtzee occurs when all six dice are the same number. A Small Yahtzee occurs when five of the six dice are the same number. A Large Straight occurs when all six dice are in sequential order. Thus rolling 1-2-3-4-5-6 (in any order) is the only winning outcome. A Small Straight occurs when five of the six dice are in sequential order. There is no 'wrap-around' allowed of small straights. Thus rolling 1-2-3-4-5 or 2-3-4-5-6 (in any order) where the other dice is a duplicate of one of those quintets are the only winning outcomes.

The game may be configured using one of three pay options for Red and Blue winning outcomes. Under Option 1, any win pays 1 to 1. Under Option 2, a win that includes a Yahtzee in 6s pays 6 to 5, while all other wins pay 1 to 1. Under Option 3, a win that includes a Yahtzee in 6s pays 3 to 2, while all other wins pay 1 to 1.

All optional bonus wagers are evaluated and paid according to their respective paytables. Operators may select which optional bonus wagers to offer and shall establish all minimum and maximum wagering limits. Single-Event Bonus wagers win if the specified outcome is achieved and are paid according to the applicable paytables. The Yahtzee Progressive wager wins if the combined six dice from the Red and Blue hands form a five- or six-dice Yahtzee or Straight, with payouts made according to the corresponding progressive paytables.

Following are the 3-Dice Yahtzee paytables.

### Tie Wager Payout

The Tie Wager payout pays simply 10 to 1; otherwise, the wager loses.

### Red or Blue Wager Payouts

Outcome	Option 1	Option 2	Option 3
Win w/ Yahtzee 6s	1 to 1	6 to 5	3 to 2
Win 10 over 8	Push	Push	Push
Win	1 to 1	1 to 1	1 to 1
Tie	Push	Push	Push

### Single-Event Bonus Wagers

Paytable	Wager	Pays
PT-FLT-3DY-SE-01	10/8 Push	35 to 1
PT-FLT-3DY-SE-02	Red 10/8 Push	75 to 1
PT-FLT-3DY-SE-03	Blue 10/8 Push	75 to 1
PT-FLT-3DY-SE-04	Yahtzee	15 to 1
PT-FLT-3DY-SE-05	Red Yahtzee	30 to 1
PT-FLT-3DY-SE-06	Blue Yahtzee	30 to 1
PT-FLT-3DY-SE-07	Double Yahtzee	1000 to 1
PT-FLT-3DY-SE-08	Yahtzee (Specific Dice Value)	100 to 1
PT-FLT-3DY-SE-09	Yahtzee (Two Specific Dice Values)	50 to 1
PT-FLT-3DY-SE-10	Red Straight	7 to 1
PT-FLT-3DY-SE-11	Blue Straight	7 to 1
PT-FLT-3DY-SE-12	Double Straight	75 to 1

### Progressive Wager Paytable

Outcome	PT-PRG-3DY-D01a
Yahtzee (Six 6's)	100% of Prog
Large Yahtzee	\$200
Small Yahtzee	\$10
Large Straight	\$3
Small Straight	\$1

### Progressive Settings

Paytable	Seed	Increment
PT-PRG-3DY-D01a	\$2,000	13%

### Dynamic Pays

Outcome	Dynamic Pays for PT-PRG-3DY-D01a									
Large Yahtzee	\$300	\$400	\$600	\$800	\$1,000	\$1,200	\$1,400	\$1,600	\$1,800	\$2,000
Small Yahtzee	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
Large Straight	\$5	\$6	\$9	\$12	\$15	\$18	\$21	\$24	\$27	\$30
Small Straight	\$2	\$2	\$3	\$4	\$5	\$6	\$7	\$8	\$9	\$10

## Example Rounds of Play

**Red: 3-3-3, Blue: 6-4-3:**

Any Yahtzee beats any Chance. Red wins 1:1.

**Red: 6-5-4, Blue: 1-1-1:**

Any Yahtzee beats any Straight. Blue wins 1:1.

**Red: 4-4-4, Blue: 2-2-2:**

Both hands have a Yahtzee; 4s beat 2s. Red wins 1:1.

**Red: 3-3-3, Blue: 3-3-3:**

Both hands have the same Yahtzee. The hands tie; Red and Blue push.

**Red: 5-2-1, Blue: 6-6-6:**

Any Yahtzee beats any Chance. A winning Yahtzee in 6s pays according to the configured option. Blue wins 1:1, 6:5, or 3:2.

**Red: 6-5-2, Blue: 4-3-2:**

Any Straight beats any Chance. Blue wins 1:1.

**Red: 5-4-3, Blue: 3-2-1:**

Both hands have a Straight; 5-4-3 beats 3-2-1. Red wins 1:1.

**Red: 6-5-4, Blue: 6-5-4:**

Both hands have the same Straight. The hands tie; Red and Blue push.

**Red: 4-2-1, Blue: 5-5-3:**

Both hands have a Chance score; 13 beats 7. Blue wins 1:1.

**Red: 6-4-2, Blue: 6-2-2:**

Both hands have a Chance score; 12 beats 10. Red wins 1:1.

**Red: 4-3-1, Blue: 4-3-3:**

Both hands have a Chance score. 10 over 8 wins push the winning wager, therefore Blue pushes.

**Red: 5-2-1, Blue: 5-2-1:**

Both hands have the same Chance score. The hands tie, therefore Red and Blue push.