

# yum



# RULES



## EQUIPMENT

The equipment consists of five dice, a plastic cup and one score pad.

## OBJECT

The object of the game is to score the highest number of points, by throwing the dice to form combinations of numbers as follows:

### A STRAIGHT

1-2-3-4-5 or 2-3-4-5-6 for 25 points.

### A FULL

Three of one kind and two of another for 25 points.

### A HIGH

Any combination of numbers which adds to 22 or more.

### A LOW

Any combination of numbers which must be lower than your HIGH, but not lower than 21.

### A YUM

1 through 6

Five numbers of one kind, for 30 points.

The total of any number of one kind, in three throws.

For example, three one's would count as a total of three points.

### A BONUS

Four three's would count as a total of twelve points. If your total of One through Six is 63 or more, then you score a BONUS of 25 points.

## HOW TO PLAY

Each player may roll the dice three times on his turn. On his first throw he decides which combination to seek, then leaves those dice which he feels would help to achieve the desired combination, and rolls the remaining dice. (All 5 dice may be rolled again if desired.) If the combination is reached on the second throw, the player may score and does not take a third throw. His turn ends. Should the player be unsuccessful in forming a combination after the third throw, he may use the numbers in some other way, scoring the highest points possible. For example: In trying to achieve a FULL, a player ends his turn with three 6's, one 2 and one 3. He may use the three 6's for a total of 18 in his Six column, OR he may use the full total of 23 for his LOW SCORE. Since a player is only allowed one combination of each kind in each game, should he throw a FULL and this has already been scored on his score sheet, then he must use the numbers in some other way to his best possible advantage. For example: Three 6's and Two 5's, could be used as a total of 28 for a HIGH, OR count the three 6's for a total of 18 in the Six Column, OR count the two 5's for a total of 10 in the Five Column. If these alternatives have already been scored, then the player must enter a zero in some other square. Each player has an equal number of turns in each game.

Points are totaled and the winner is the player with the highest score.

*We will be glad to answer inquiries concerning these rules. Parker Brothers, Inc., Salem, Mass.*

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**EXTRA SCORE PADS MAY BE PURCHASED  
WHERE YOU OBTAINED THIS GAME.**