



WOODEN YATZY GAME

 GB IE NI	 DK
WOODEN YATZY GAME <div>Instructions for use</div>	YATZYSÆT <div>Brugsvejledning</div>
 FR BE	 NL BE
SET DE YAM'S <div>Mode d'emploi</div>	YATZY SET <div>Gebruiksaanwijzing</div>
 DE AT CH	
YATZY-SET <div>Gebruuchsanweisung</div>	

IAN 446427_2307	 BE
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- WARNING.** To be used under the direct supervision of an adult.
- WARNING.** All packaging are not part of the toy and for safety reasons should always be removed before it is handed over to children to play with.
- Retain packaging for future reference.
- The product is suitable for children aged from 6 years old.

● Rules of the game

- Every player receives a score sheet and writes their name in the first row of the table. Players take it in turns to roll with 5 dice. Each player has up to 3 rolls.
- After the first roll, the player can put their highest-scoring dice to one side and roll again using the rest of the dice.
 - After the second roll, the player may again decide which dice he is keeping and whether he is rolling again, and with which dice.
 - After the third roll, the player looks for the most suitable box in which to record their score. If there are no longer any suitable boxes available, they can also put a strike through a box.
 - Note:** An entry must be made in each round, as a last resort this may also be zero.
 - The game is over when all the boxes on the score sheet are filled in (or struck through). All points are counted up; the player with the highest number of points wins.

● Scoring the rolls

In the upper section of the score sheet, only dice showing the same number are collected and counted. If for example you collect 5s, only the rolled 5s will be added together; all other dice values do not count for this box. If the player has completely filled in the upper section, the points are added up as a preliminary score. If the score is over 63 points, the player receives a bonus of 50 points and may enter this into the corresponding box.

In the lower section of the score sheet, combinations are entered and valued, for example four of a kind. All dice values are added in this case. If a player

A				1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
B			X x 1										
C			X x 2										
D			X x 3										
E			X x 4										
F			X x 5										
G			X x 6										
H													

I	 \sum >63	50											
J	 + 	 x3											
K	 + 	 x4											
L	   	30											
M	    	40											
N	  +  	25											
O		\sum											
P	   	50											
Q	\sum												

cannot roll a combination within three rounds, he must put a strike through the corresponding box.

● Strategic approach

- The aim of the game is to fill in the individual boxes on the score sheet with the highest possible number of points. To achieve this aim, there are various opportunities to play tactically.
- It can be wise to first play for the combinations in the lower section, to avoid putting a strike through specific boxes. If none of the pursued combinations are achieved, the player can always still enter the roll into the upper section.
 - It can also make sense to try and get a high points total in the upper score section, in order to receive the 50 bonus points.
 - Towards the end of the game, it can be wise to put a strike through a particularly difficult combination (e.g. Yatzy or large straight) in order to be able to fill an achievable combination with a lot of points on the next roll.

● Care and storage

- Do not use harsh or aggressive cleaning agents.
- Clean the product using a soft, dry cloth only.
- Always store the product dry and at room temperature, preferably in the carry case.
- For carry case: Hand wash in cold water, no bleach. Air dry flat.

● Disposal

The packaging is made entirely of recyclable materials, which you may dispose of at local recycling facilities.

Contact your local refuse disposal authority for more details of how to dispose of your worn-out product.

● Warranty

The product has been manufactured to strict quality guidelines and meticulously examined before delivery. In the event of material or manufacturing defects you have legal rights against the retailer of this product. Your legal rights are not limited in any way by our warranty detailed below.

The warranty for this product is 3 years from the date of purchase. The warranty period begins on the date of purchase. Keep the original sales receipt in a safe location as this document is required as proof of purchase.

Any damage or defects already present at the time of purchase must be reported without delay after unpacking the product.

Should the product show any fault in materials or manufacture within 3 years from the date of purchase, we will repair or replace it – at our choice – free of charge to you. The warranty period is not extended as a result of a claim being granted. This also applies to replaced and repaired parts.

This warranty becomes void if the product has been damaged, or used or maintained improperly.

The warranty covers material or manufacturing defects. This warranty does not cover product parts subject to normal wear and tear, thus considered consumables (e.g. batteries, tubes, cartridges), nor damage to fragile parts, e.g. switches or glass parts.

● Warranty claim procedure

To ensure quick processing of your case, please observe the following instructions:

Please have the till receipt and the item number (IAN 446427_2307) available as proof of purchase.

Score sheet explained:

- A** Name of the player/game round
- B** Aces: Count only aces.
- C** Twos: Count only twos.
- D** Threes: Count only threes.
- E** Fours: Count only fours.
- F** Fives: Count only fives.
- G** Sixes: Count only sixes.
- H** Total score for upper section

- I** Bonus points: Players who gain over 63 points in the upper section receive a bonus of 50 points.
- J** Three of a kind: 3 of the same dice, add total of all dice
- K** Four of a kind: 4 of the same dice, add total of all dice
- L** Small straight: 1-2-3-4-5: 30 points
- M** Large straight: 2-3-4-5-6: 40 points
- N** Full House: 1 pair and 3 of a kind, e.g. 3 + 3, 5 + 5 + 5: 25 points
- O** Chance: Any chosen combination, add total of all dice
- P** Yatzy: 5 of a kind: 50 points
- Q** End total: Upper section total + points in lower section

You will find the item number on the rating plate, an engraving on the front page of the instructions for use (bottom left), or as a sticker on the rear or bottom of the product.

If functional or other defects occur, please contact the service department listed either by telephone or by e-mail.

You can return a defective product to us free of charge to the service address that will be provided to you. Ensure that you enclose the proof of purchase (bill receipt) and information about what the defect is and when it occurred.

● Service

- Service Great Britain**

Tel.: 0800 0569216

E-Mail: owim@lidl.co.uk

- Service Ireland**

Tel.: 1800 200736

E-Mail: owim@lidl.ie

- Service Northern Ireland**

Tel.: 0800 0927852

E-Mail: owim@lidl.ie

List of pictograms used
 Safety information
 Instructions for use

Wooden Yatzy game

● Introduction

 We congratulate you on the purchase of your new product. You have chosen a high quality product. Familiarise yourself with the product before using it for the first time. In addition, please carefully refer to the operating instructions and the safety advice below. Only use the product as instructed and only for the indicated field of application. Keep these instructions in a safe place. If you pass the product on to anyone else, please ensure that you also pass on all the documentation with it.

● Intended use

The product is only intended for private household use. This product is not intended for commercial use.

● Delivery contents

5 wooden dice 1 carry case
1 score pad with 100 sheets 1 set of game instructions

Safety notices

 **WARNING!** Not suitable for children under 36 months. Small parts. Choking hazard.

 **WARNING!** Not suitable for children under 36 months. Long cord. Strangulation hazard.

Forklaring af tabel på arket

- A** Spilleren navn / omgang
- B** Enere: kun værdierne af alle enere tæller.
- C** Toere: kun værdierne af alle toere tæller.
- D** Treere: kun værdierne af alle treere tæller.
- E** Firere: kun værdierne af alle firere tæller.
- F** Femmere: kun værdierne af alle femmere tæller.
- G** Seksure: kun værdierne af alle seksure tæller.
- H** Samlet sum øverste sektion

- I** Bonuspoint: den spiller som har mere end 63 point i den øverste sektion, får en bonus på 50 point.
- J** Tre ens: 3 ens terninger, alle værdier tæller
- K** Fire ens: 4 ens terninger, alle værdier tæller
- L** Lille straight: 1-2-3-4-5: 30 point
- M** Store straight: 2-3-4-5-6: 40 point
- N** Fuldt hus: 1 par og 3 ens, f.x 3 + 3, 5 + 5 + 5: 25 point
- O** Chance: tilfældig kombination, alle værdier lægges sammen
- P** Yatzy: 5 ens: 50 point
- Q** Samlet sum: øverste sektion + point fra nederste sektion

De anvendte piktogrammers legende
 Sikkerhedsanvisninger
 Handlingsanvisninger

Yatzysæt

● Indledning

 Hjerteligt tillykke med købet af deres nye produkt. Du har besluttet dig for et produkt af høj kvalitet. Gør Dem fortrolig med apparatet inden første ibrugtagning. Læs derfor den efterfølgende brugsvejledning og sikkerhedsanvisningerne omhyggeligt. Brug kun produktet som beskrevet og kun til de angivne anvendelsesområder. Opbevar denne vejledning på et sikkert sted. Hvis De giver produktet videre til andre, skal alle dokumenter følge med.

● Formålsbestemt anvendelse

Produktet er udelukkende bestemt til anvendelse i private hjem. Produktet er ikke beregnet til erhvervsbrug.

● Leverede dele

5 terninger af træ 1 transporttaske
1 blok med 100 ark 1 spillevejledning

Sikkerhedshenvisninger

-  **OBSt** Ikke egnet til børn under 36 måneder. Små dele. Kvælningsfare.
-  **OBSt** Ikke egnet til børn under 36 måneder. Lang snor. Stranguleringsfare.
-  **OBSt.** Skal anvendes under umiddelbart opsyn af voksne.

Explications bordereau de résultats :	
A Nom du joueur/tour de jeu	
B Un :	Seul le nombre de points de tous les uns comptent.
C Deux :	Seul le nombre de points de tous les deux comptent.
D Trois :	Seul le nombre de points de tous les trois comptent.
E Quatre :	Seul le nombre de points de tous les quatre comptent.
F Cinq :	Seul le nombre de points de tous les cinq comptent.
G Six :	Seul le nombre de points de tous les six comptent.
H Somme totale de la partie supérieure	

