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Object of the Game

- ✓ The object of Yardzee is to obtain the highest score from throwing the 5 dice. The game consists of 13 rounds. In each round, you roll the dice and then score the roll in 1 of 13 categories. You must score once in each category. The score is determined by a different rule for each category. The game ends once all 13 categories have been scored.

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Game Start

- ✓ To start with, roll all dice. After rolling you can either score the current roll, or re-roll any or all dice. You may only roll the dice a total of 3 times. After rolling 3 times you must choose a category to score. You may score the dice at any point in the round, i.e. it doesn't have to be after the 3rd roll.

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Scoring

- ✓ To score your combination of 5 dice, write it on the scorecard under your name to the category of your choosing. There are two sections to the score table - the Upper Section and the Lower Section. Once a box has been scored, it cannot be scored again for the rest of the game (except the Yardzee category), so choose wisely.
- ✓ **Upper Section Scoring** - If you score in the upper section of the table, your score is the total of the specified die face. So if you roll: 5 - 2 - 5 - 6 - 5 and score in the Fives category, your total for the category would be 15, because there are three fives, which are added together. If the One, Three, or Four Categories were selected for scoring with this roll, you would score a zero. If placed in the Two or Six category, you would score 2 and 6 respectively.
- ✓ **Bonus** - If the total of Upper scores is 63 or more, add a bonus of 35.
- ✓ **Lower Section Scoring** - In the lower scores, you score either a set amount, or zero if you don't satisfy the category requirements.
- ✓ **3 and 4 of a Kind** - For 3 of a Kind you must have at least 3 of the same die faces. You score the total of all the dice. For 4 of a Kind you would need 4 die faces the same.
- ✓ **Small & Large Straight** - A Straight is a sequence of consecutive die faces, where a Small Straight is 4 consecutive faces, and a Large Straight 5 consecutive faces. Small Straights score 30 points and a Large scores 40 points. So if you rolled: 2 - 3 - 2 - 5 - 4 you could score 30 in Small Straight or 0 in Large Straight.
- ✓ **Full House** - A Full House is where you have 3 of a Kind and 2 of a Kind. Full Houses score 25 points. i.e. 3 - 3 - 2 - 3 - 2 would score 25 in the Full House category.
- ✓ **First Yardzee** - A Yardzee is 5 of a Kind and scores 50 points, although you may elect NOT to score it as a Yardzee, instead choosing to take it as a top row score and safeguard your bonus.
- ✓ **Additional Yardzees** - If you roll a second Yardzee in a game, and you scored your first Yardzee in the Yardzee box, you would score a further bonus 100 points in the Yardzee box. You must also put this roll into another category as follows; If the corresponding Upper Section category is not filled then you must score there. i.e. if you rolled 4 - 4 - 4 - 4 - 4 and the Fours category is not filled, you must put the score in the Fours category. If the corresponding Upper Section category is filled you may then put the score anywhere on the Upper Section (scoring zero). In 3 of a Kind, 4 of a Kind, and Chance categories you would score the total of the die faces. For the Small Straight, Large Straight, and Full House categories, you would score 30, 40, and 25 points respectively.
- ✓ **Chance** - You can roll anything and be able to put it in the Chance category. You score the total of the die faces.
- ✓ **Scratch or Dump Scores** - You can score any roll in any category at any time, even if the resulting score is zero. E.g. you can take 2 - 3 - 3 - 4 - 6 in the 5's category. It will score 0. This could be used near the end of a game to lose a poor roll against a difficult to get category that you've failed to fill (e.g. Long Straight or Yardzee)

1 Object of the Game

- ✓ Be the player with the highest score over 10,000

2 Yardkle Facts

- ✓ Single 1's and 5's are worth points.
- ✓ Other numbers count if you get three or more of the same number in a single roll.
- ✓ Other combinations of numbers are worth points if you get them in a single roll. Note: Dice from multiple rolls cannot be added together. For example, if you set aside one 5 (50 points) on your first roll and two 5's (100 points) on your second roll, you have 150 points. You cannot add them together to make three 5's (500 points).
- ✓ Some scoring dice must be removed after every roll.

3 Scoring

- ✓ Single 1 = 100 Four of any number = 1,000
Single 5 = 50 Five of any number = 2,000
Three 1's = 300 Six of any number = 3,000
Three 2's = 200 1-6 Straight = 1,500
Three 3's = 300 Three pairs = 1,500
Three 4's = 400 Four of any number with a pair = 1,500
Three 5's = 500 Two triplets = 2,500
Three 6's = 600

4 Set Up

- ✓ Pick one player to be the scorekeeper.
- ✓ All players one die. Whoever has the highest roll goes first, with play passing left.

5 Play

- ✓ When it's your turn, place the 6 dice in the bucket and roll 'em.
- ✓ After each roll, set aside dice that are worth points and roll the rest of them. You must remove at least one die after each roll and keep a running total of your points for that turn.
- ✓ If you set aside all 6 dice, you can roll them all again to build your running total.
- ✓ If you cannot set aside any dice after a roll, that's a Yardkle. You lose your running total of points for that turn and play passes to the left. A Yardkle could happen on your first roll or when you roll the remaining dice.
- ✓ To get on the scorepad for the first time, you must have a running total of 500 points before you stop rolling.
- ✓ After your first score of 500 points or more is recorded, you may stop rolling at any time and have the scorekeeper add your running total for that turn to your accumulated score. Once your points are entered on the score pad, they are safe, and you cannot lose them.

6 Winning

- ✓ When a player's accumulated score is 10,000 or more, each player has one last turn to beat that total. The player with the highest score wins.