

Yardkle

Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7

Scorecard		
1 → 100	5 → 50	Six of a Kind → 3000
1-1-1 → 1000	2-2-2 → 200	1-2-3-4-5-6 → 1500
3-3-3 → 300	4-4-4 → 400	Two Triplets → 2500
5-5-5 → 500	6-6-6 → 600	Four of a Kind With a Pair → 3000
Three Pairs → 1500		

Yardkle Game Play and Scoring

Entering the Game

In order for a player to initially enter the game and record points on the scorecard, they must continue to roll the dice until at least 500 points are collected during one turn. Once the player officially enters the game, the points are recorded and that player may stop rolling at any time during future turns. It may take several turns for a player to get onto the scorecard.

How to Score

- A roll of a 1 is worth 100 points.
- A roll of a 5 is worth 50 points.
- Three (3) dice rolled at the same time with the same value is worth 100 times the face value (Three 2's = 200, three 5's = 500), aside from three 1's, which is worth 1,000 points.
- Three pairs are worth 1,500 points.
- Six of a kind is worth 3,000 points.
- A roll of 1, 2, 3, 4, 5, 6 is worth 1,500 points.
- A roll of two triplets (3, 3, 3, 5, 5, 5) is worth 2,500
- Four of a kind with a pair (6, 6, 6, 6, 2, 2) is worth 3,000 points.

Game Play

Players roll all six dice at the same time and set aside any "point dice" (1's, 5's, or three of a kind) that appear. At this point, the player has the option to continue to roll the remaining dice to collect even more points, or stop and keep any points acquired. If the player continues to roll, any newly earned points are added to their running total for the turn.

A Yardkle occurs when the dice are rolled and no point dice appear. At this point the player loses all the point dice they have collected during that turn, and play passes to the player to the left. No points are recorded on the scorecard.

If a player decides not to risk rolling a Yardkle then they may stop rolling and the play passes to the player to the left. Any points collected during that turn are then recorded on the scorecard. If, in the course of one turn, all six dice become point dice and are set aside, the player must roll all six dice at least one more time, before stopping and keeping the points collected.

The final round begins as soon as one player has 10,000 points or higher. The player with the highest score at the end of this round is the winner.