












# Yardzee

| PLAYER NAME   |                              |   |          |          |          |          |
|---|------------------------------|---|----------|----------|----------|----------|
| UPPER SECTION   | HOW TO SCORE                 | PLAYER 1  | PLAYER 2 | PLAYER 3 | PLAYER 4 | PLAYER 5 |
| Aces  =1     | Count and Add Only Aces      |   |          |          |          |          |
| Twos  =2     | Count and Add Only Twos      |   |          |          |          |          |
| Threes  =3   | Count and Add Only Threes    |   |          |          |          |          |
| Fours  =4    | Count and Add Only Fours     |   |          |          |          |          |
| Fives  =5    | Count and Add Only Fives     |   |          |          |          |          |
| Sixes  =6    | Count and Add Only Sixes     |   |          |          |          |          |
| TOTAL SCORE  |                              |   |          |          |          |          |
| BONUS   | If total score is 63 or over | SCORE 35  |          |          |          |          |
| TOTAL   | Of Upper Section             |  |          |          |          |          |
| LOWER SECTION   |                              |   |          |          |          |          |
| 3 of a kind   |                              | Add Total Of All Dice   |          |          |          |          |
| 4 of a kind   |                              | Add Total Of All Dice   |          |          |          |          |
| Full House  |                              | SCORE 25  |          |          |          |          |
| Sm.Straight   | Sequence of 4                | SCORE 30  |          |          |          |          |
| Ig.Straight   | Sequence of 5                | SCORE 40  |          |          |          |          |
| YARDZEE   | 5 of a kind                  | SCORE 50  |          |          |          |          |
| Chance  |                              | Score Total Of All 5 Dice   |          |          |          |          |
| YARDZEE BONUS   |                              | ✓ FOR EACH BONUS  |          |          |          |          |
|   |                              | SCORE 100 PER ✓   |          |          |          |          |
| TOTAL   | Of Lower Section             |  |          |          |          |          |
| TOTAL   | Of Upper Section             |  |          |          |          |          |
| GRAND TOTAL   |                              |  |          |          |          |          |

# Yardzee Game Play and Scoring

The game consists of 13 rounds. In each round, each player will roll the dice up to three times and then score the roll in one of the 13 categories. You must score once in each category -- which means that towards the end of the game you may have to settle for scoring zero in some categories.

The object of the game is to maximize your total score. The game ends once all 13 categories have been scored for each player. You may roll the dice a total of three times per turn--the initial roll (in which you must roll all the dice), plus two re-rolls of any or all dice. After rolling three times, you must score the roll. If a player chooses not to utilize all three rolls, they may stop and score their turn after the first or second roll. Once you've scored the roll, it is the next player's turn. You continue until all 13 categories have been filled by each player, at which time the game is over.

## Upper Scores

In the upper scores, you total only the specified die face by adding up the total of these die faces that you rolled. For example, if you score in the three category and you rolled four threes, your score will be twelve. When the game is over, if you score 63 or more upper points, you will get an upper bonus of 35 points.

## Lower Scores

In the lower scores, you score either a set amount (defined by the category), or zero if you don't satisfy the category requirements.

## 3 and 4 of a Kind

For 3 of a Kind, you must roll at least three of the same die faces. If so, you total all the die faces and score that total. For example if you roll 5, 5, 5, 2, 4 you add all of them together to get a score of 21. Similarly for 4 of a Kind, except that you must have 4 of the 5 die faces the same.

## Straights

A straight is a sequence of consecutive die faces, a small straight is 4 consecutive faces, and a large straight is 5 consecutive faces. Small straights score 30 points and large straights score 40 points

## Full House

A Full House is a roll where you have both a 3 of a kind and a pair. Full houses score 25 points.

## Yardzee

A Yardzee is a 5 of a kind (i.e. all the die faces are the same), and it scores 50 points. If you roll more than one Yardzee in a single game, you will earn a 100 point bonus for each additional Yardzee roll, provided that you have already scored a 50 in the Yardzee category. If you have not scored in the Yardzee category, you will not receive a bonus. If you have scored a zero in the Yardzee category, you cannot receive any bonuses during the current game. You may also use subsequent Yardzees as jokers in the lower scores section, provided the following criteria have been satisfied: 1) You have scored a zero or 50 in the Yardzee category and 2) You have filled the corresponding category in the upper scores. If this is the case, you can use the Yardzee as a joker to fill in any lower scores category. You score the category as normal. Thus for the Small Straight, Large Straight, and Full House categories, you would score 30, 40, and 25 points respectively. For the 3 of a Kind, 4 of a Kind, and Chance categories, you would score the total of the die faces.

## Chance

Chance is the catch-all roll. You can roll anything and you simply total all the die faces' values