

Large dice 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

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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						

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				
Lg. 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						

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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.

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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		

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