YARDZEE:

Yardzee is played with a minimum of two people. Players take turns rolling five dice. After each roll, the player chooses which dice (if any) to keep, and which to re-roll. A player may re-roll some or all of the dice up to three times on a turn. The following combinations earn points:

Ones, Twos, Threes, Fours, Fives or Sixes. A player may add the numbers on any combination of dice showing the same number. For example, 4-4-4-2-6 would score 4+4+4=12 points in "Fours" or 2 points in "Twos" or even 6 points in "Sixes". Once a player has taken points on a specific number, they may not take points for that value again during the game. If a player totals over 63 points in this category they add 35 points to their final score.

Small Straight. 30 Points. A 4-dice straight is any combination of dice in order. 1, 2, 3, 4 or 2, 3, 4, 5 or 3, 4, 5, 6, etc.

Large Straight. 40 Points. A 5-dice straight is the following combination of dice: 1, 2, 3, 4, 5.

Full House. 25 Points. Any set of three combined with a set of two. For example: 5-5-5-3-3.

Three of a Kind. A player must add the numbers on any combination of dice that includes three dice with the same number. For example: 2-2-2-4-6 scores 16.

Four of a Kind. A player must add the numbers on any combination of dice that includes four dice with the same number. For example: 4-4-4-3 scores 19.

Yardzee. 50 Points. All five dice with the same number.

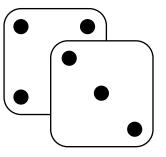
Chance. Score total of all dice.

A player who fails to make any valid score, or chooses not to take any other score, may scratch (eliminate) a category, such as Yardzee or Twos. If a player scratches a category, that player cannot score on that category for the rest of the game.

The winner is the player who finishes the game with the most points.

YARD DICE

Instructions







SET INCLUDES:



6 x Wooden Dice

YARD FARKLE:

The object is to be the player with the highest score over 10,000. Single ones and fives 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. Dice from multiple rolls cannot be added together. For example, if you set aside one five (50 points) on your first roll and two fives (100 points) on your second roll, you have 150 points. You cannot add them together to make three fives (500 points).

At least one scoring dice must be kept after each roll.

To start, all players roll one Large Wooden Yard Die. Whoever has the highest roll goes first, with play passing to the left.

When it's your turn, roll all six Large Wooden Yard Dice on your playing surface (yard, beach, patio, carpet).

After each roll, set aside the Dice that are worth points and roll the rest of them. You must remove at least on Die after each roll and keep a running total of your points for that turn.

If you are able to set aside all six Dice, you can roll them all again to build your running total.

If you cannot set aside any Dice after a roll, you lose your running total of points for that turn and play passes to the left.

To get on the Score Pad 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 add up your running total for that turn and add it to your accumulated score. Once your points are entered on the Score Pad, they are safe.

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!



6-5-4 OR SHIP, CAPTAIN, CREW:

The game can be played with as few as two people, but is usually played in groups of five to twenty people.

This game is played with five dice. The object of the game is to roll a six (the "ship"), a five ("Captain"), and a four ("crew") with three dice, and get the highest score with the other two dice ("the ship's cargo").

Each player antes at the beginning of the round. It is common for the first person of each round to set the ante for that particular round. A player gets up to three rolls to get a 6, a 5, and a 4. Once doing so, the remaining dice are added together to form the player's score.

If a 6, a 5, and a 4 is not obtained in one roll, a player needs to roll first a 6, then a 5, and then a 4.

A player who rolls a 6, a 5, and a 4 in fewer than three rolls can choose to reroll the remaining two dice, in hopes of a better score. It should be noted that if a player decides to continue rolling, their previous high score does not count.

For example, a player's first roll may be 3, 3, 3, 6, and 4. Although the player rolled both a 6 and 4, they can keep only the 6. The player re-rolls the other four dice, and gets 5, 4, 1, and 2, which gives them the 6 (from the first roll), 5 and 4 (from the second roll). The remaining dice are added together to form the player's score for this round: 3. At this point, having rolled the dice only twice, the player can choose either to stay with the current score (3) and pass the dice on to the next player, or roll two dice a third time.

Then the next player picks up all 5 dice. Their goal is to try to get a 6-5-4 with a score higher than 3. This player's first roll may be a 5-4-5-5-5. Since they did not get a six, they have to re-roll all 5 dice. Their second roll is a 6-5-4-6-6. They decide to stay with the score of 12. The remaining players try to tie their score. If there is a tie, then all players must re-ante and another round is started by the trying player.

A player who fails to roll a 6, a 5, and a 4 does not score for that turn does not "qualify" and has to re-ante depending on the rules. The winner begins the next round.

If you obtain a 6-5-4, the best score is 6-5-4-6-6 (12 points). The lowest score is 6-5-4-1-1 (2 points).

The player with the highest score at the end of the round wins the entire pot.

