YARDZEE

YARDGAMESecom

UPPER SECTION	SCORING	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
ACES • = 1	COUNT AND ADD Only Aces				
TWOS • = 2	COUNT AND ADD ONLY TWOS				
THREES •• = 3	COUNT AND ADD Only threes				
FOURS $\left[\begin{array}{c} \bullet & \bullet \\ \bullet & \bullet \end{array}\right] = 4$	COUNT AND ADD Only Fours				
FIVES = 5	COUNT AND ADD Only Fives				
SIXES E = 6	COUNT AND ADD ONLY SIXES				
TOTAL SCORE	\rightarrow				
BONUS IF TOTAL SCORE IS Over 63	SCORE 35				
TOTAL 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				
SMALL STRAIGHT 4 IN A Row	SCORE 30				
LARGE STRAIGHT 5 IN A Row	SCORE 40				
YARDZEE 5 OFA Kind	SCORE 50				
CHANCE	SCORE TOTAL OF All Dice				
TOTAL OF LOWER SECTION					
TOTAL OF UPPER SECTION					
GRAND TOTAL	ADD TOTAL OF Upper and Lower sections				

YARDZEE



HOW TO PLAY

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 player is required to fill in a category in the scoring sheet after each turn. 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.

Get the highest score after all 13 rounds and you win!

FIRST ROLL

Roll all 5 dice.

If you get the exact combo you want, mark your score card.

Otherwise, continue with your 2nd roll.

SECOND ROLL

Set aside any keepers and re-roll the rest.

If you don't want to keep any you can re-roll them all.

If you get the exact combo you want, mark your score card.

Otherwise, continue with your 3rd roll.

THIRD AND FINAL ROLL

If you still haven't gotten the combo you want, or just want to maximize your score you can re-roll all or some of the dice even any that you kept in 1st and 2nd rolls.

You must enter a score at the end of this roll.

If your roll doesn't suit any of your empty boxes, you have to scratch a category and enter a zero score.