



HOW TO PLAY DICEZEE YARD GAME

You will need a minimum of two people to play. Each player takes a turn rolling five of the dice. You can roll your dice up to 3 times in a turn. As you roll, you strategize to try to maximize your score. In any roll you can choose to keep some dice and re-roll others. The goal is to score the maximum number of points by rolling combinations of five dice.

As you play, you will need to fill in all your boxes. Each box can only be filled in once. If you have a no score roll and you cannot fill in any of the boxes, you are required to scratch any box of your choosing. You must put a zero in that box. Each player only has 13 turns.

FIRST ROLL

Player rolls all 5 dice. If you rolled your desired combination, place your score in the appropriate box.

To continue, collect the dice you want to keep and continue to second roll. If there are no dice you want to keep you can re-roll all 5 dice, but it does count as a roll.

SECOND ROLL

Roll the remaining dice that you did not want to keep from roll 1.

Collect the dice you want to keep. If you have rolled your desired combination, mark your card. If not continue to third roll.

THIRD ROLL

This is your final roll, so make it count! Roll the remaining dice and then mark your score. You must mark a box at this point. If you did not receive a desired score for any box, you must mark zero in a box.

A FEW STRATEGY TIPS

Always try to gain the extra 35 bonus points in the upper section.

Always try for Dicezee (all 5 dice rolled are the same) early in the game

If you roll 4 of a kind with 4's, 5's or 6's, take the points in the upper section if they are available

Leave your chance roll until later in the game when your options are more limited

When you get a bad combination which gives you a low score, take a zero in your aces box in the beginning of the game, or in your Dicezee box towards the end of the game.

Yardkle



Determine who will go first by having each player roll one die, the player with the highest roll goes first.

Each player takes turns rolling the dice. When it's your turn, you roll all six dice at the same time. Points are earned every time you roll a 1 or 5, three of a kind, three pairs, a six-dice straight (1,2,3,4,5,6), or two triplets.

If none of your dice earned points, that's a Yardkle! Since you earned no points, you pass the dice to the next player.

If you rolled at least one scoring die, you can bank your points and pass the dice to the next player, or risk the points you just earned during this round by putting some or all of the winning die (dice) aside and rolling the remaining dice. The remaining dice may earn you additional points, but if you Yardkle, you lose everything you earned during the round.

Scoring is based only on the dice in each roll. You cannot earn points by combining dice from different rolls. You can continue rolling the dice until you either Pass or Yardkle. Then the next player rolls the six dice until they Pass or Yardkle.

Play continues until it is your turn again.

The final round starts as soon as any player reaches 10,000 or more points.

Scoring

The scoring dice are (in a single roll):

ONES : 100 pts ea.

FIVES : 50 pts ea.

3 ONES : 1000 pts

3 TWOS : 200 pts

3 THREES : 300 pts

3 FOURS : 400 pts

3 FIVES : 500 pts

3 SIXES : 600 pts

3 PAIRS: 1500 pts

STRAIGHT (1-2-3-4-5-6) : 1500 pts

2 TRIPLETS: 2500 pts

SIX OF A KIND: 3000 pts

FOUR OF A KIND WITH A PAIR: 3000 pts

3 YARDKLES IN A ROW : Lose 1000