

MORE WAYS TO PLAY GIANT YARD DICE: YARD “YAHTZEE!”



**BELKNAP
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PLAYING EQUIPMENT

- 5 Giant Yard Dice
- 1 bucket or basket large enough to hold dice (optional)
- 1 scoresheet per player (download free printable scoresheets at BelknapHill.com/resources)
- 1 pencil or pen per player

GAMEPLAY

The object of Yard “Yahtzee!” is to score the highest number of total points by rolling 5 dice in 13 rounds. At the end of each roll, a score is recorded in one of the 13 categories on the scoresheet.

Each of the 13 categories have specific requirements for scoring. Players may only record a score in each category one time per game (with the exception of Yahtzee). Scores for each category are indicated on the scoresheet and explained in detail below (see Scoring). Free printable scoresheets may be downloaded at BelknapHill.com/resources.

To start, the first player places all 5 dice in a bucket or basket, gives them a shake, and rolls them out onto the ground. Or, if players prefer, they may simply hold the dice in their arms or hands and roll them as a collection or individually. After the first roll, a player may either record a score in a category or reroll any or all of the dice.

A player may choose to reroll as many dice as desired 2 more times (for a total of 3 rolls). After the third roll, a category on the scoresheet must be chosen and a score recorded.

Since each category may only be scored once (except Yahtzee), choose carefully.

Players take turns rolling and recording their scores until all 13 categories on the scoresheet have been filled.

SCORING

Upper Section

To score the Upper Section, record the total of *only* those dice that match the chosen category.

Ex.: To record a roll of 5 – 5 – 5 – 6 – 2 in the Fives category, the total score is 15 (because only the 3 fives may be added).

To use this roll in the Twos or Sixes category, the score would be 2 or 6 respectively.

Bonus: If the total points in the Upper Section are 63 or more, a player scores a 35-point bonus. (Note: 63 is the total when 3 dice in each category are scored.)

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SCORING [CONT.]

Lower Section

In the Lower Section, the score for each category is indicated on the scoresheet as follows:

- 3 and 4 of a kind: 3 of a kind is roll of at least 3 of the same number. 4 of a kind is a roll of at least 4 of the same number. The score for both categories is the total of ALL the dice.
Ex. 3 of a kind: A roll of 4 – 4 – 4 – 1 – 6 would be added up for a score of 19
Ex. 4 of a kind: A roll of 6 – 6 – 6 – 6 – 2 would be added up for a score of 26
- Small and Large Straights: A straight is a sequence of consecutive numbers. A Small Straight is 4 consecutive numbers for a score of 30 points. A Large Straight is 5 consecutive numbers for a score of 40 points.
Ex. Small Straight: A roll of 3 - 4 - 5 – 6 – 1 would be a score of 30 points
Ex. Large Straight: A roll of 2 – 3 – 4 – 5 – 6 would be a score of 40 points
- Full House: A combination of 3 of a kind and 2 of a kind. A Full House scores 25 points.
Ex.: A roll of 3 – 3 – 3 – 2 – 2 would be a score of 25 points
- Yahtzee: A Yahtzee is 5 of a kind and scores 50 points. However, players may choose NOT to score a Yahtzee in the Yahtzee category if they would rather use it in an Upper Section category in order to safeguard a 35-point bonus.
- Additional Yahtzees: A second Yahtzee is scored 100 points as long as a first Yahtzee has already been scored. *However*, if a second Yahtzee matches a number category in the Upper Section that has *not* been scored yet, a player must use this second Yahtzee to score that category.
Ex.: A roll of 4 – 4 – 4 – 4 – 4 would score 20 in the Fours category in the Upper Section if that category has yet to be scored.
- Chance: Choose to record the total of all dice in the Chance category at any time throughout the game. This can be beneficial when 3 rolls fail to meet the requirements of any remaining category.

Scratching (recording a score of 0 in any category)

If 3 rolls fail to meet the requirements of any remaining category and the Chance category has already been scored, a score of 0 must be recorded in any category yet to be scored. Scratching will most often be used near the end of the game, and it's typically recorded in the most difficult-to-get categories that remain unscored. Ex.: Large Straight or the first Yahtzee. (Note: Once the first Yahtzee has been scratched, no subsequent Yahtzees may be scored. Subsequent Yahtzees may be recorded in open Upper Section categories or in Chance if it remains open.