

GIANT YARD DICE



**BELKNAP
★ HILL ★
TRADING POST™**

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PLAYING EQUIPMENT

- 5 wooden dice

GAME PLAY

Twenty-One *(one die needed to play)*

This is a simplified version of the card game Blackjack. The object is to score as close to 21 as possible, without going over, by throwing one die as many times as desired and tallying the numbers thrown. A player who goes over 21 “busts” and is out of the game. The player whose total is nearest 21 wins the game. In case of a tie, a roll-off for highest score determines the winner.

Ship, Captain, Mate and Crew *(five dice needed to play)*

Each player takes a turn throwing the dice three times. Players try to put aside a 6 (the ship), a 5 (the captain), and a 4 (the mate) in the course of their three rolls. However, the 6, 5 and 4 must be rolled in order; so if the first throw contains a 6 and 4, but not a 5, only the 6 may be put aside and the rest of the dice are rolled again. If a player fails to throw the 6, 5 and 4 after their three throws, they score nothing. If, after three throws, a player has put aside the ship, captain and mate, a bonus roll is earned and the remaining two dice (the crew) are rolled and added to the player’s total score. If the 6, 5 and 4 are rolled BEFORE the third and final throw, the remaining two dice (the crew) are rolled in the remaining turn(s) to improve the player’s total score. The player with the highest total wins. In the case of a tie, all players play the round again.

Simplified Craps *(two dice needed to play)*

Players win when their roll adds up to 2, 3, 4, 10, 11 or 12, and they lose when they add up to 5, 6, 7, 8 or 9. The number of winning combinations favors the player operating as the “House,” but the odds for the payout favor the players who are rolling the dice.

Payouts for Craps

- If the dice add up to 2, the payout is 3:1
- If the dice add up to 3 or 4, the payout is 1:1 (even)
- If the dice add up to 10 or 11, the payout is 2:1
- If the dice add up to 12, the payout is 5:1

The players rolling are at a disadvantage to the House’s 2.8% edge. If the player operating as the House is not satisfied with this edge, the odds may be modified to a more modest 3:1 when the dice add up to 12.

Left, Right, Center *(three dice needed to play)*

Organize players in a circle and give each player three chips. (Substitute any tokens, coins or even small rocks for chips if desired.) Designate a starting player. The first player rolls all three dice at once. For each “1” rolled, a chip is passed to the player on the left. For each “2” rolled, a chip is passed to the player on the right. For each “3” rolled, a chip is placed in the center (“the pot”). For each “4”, “5” or “6” rolled, the player gets to keep his chip. As play continues, each player rolls only as many dice as the number of chips he has (two chips left, roll two dice; one chip left, roll one die). Once a player loses their last chip, they can no longer roll and should be skipped in the rotation. However, they are not out of the game. If they have a chip passed to them from a player on their left or right, they resume play. The dice are passed clockwise around the circle. The game ends and the winner claims the pot when they are the only player left holding a chip and all the rest of the chips are in the pot in the center.

Chicago *(two dice needed to play)*

Eleven rounds are played in which each player takes a turn rolling the dice and trying to successively score all possible combinations of the dice, 2 to 12. Players either announce their score after each turn or points are recorded on a score sheet. If a player throws two ones for a total of 2 on the first roll, they score 2 points. If they roll a total of 3 on the second round, they score 3 points, and so on up to 12, scoring accordingly. The player with the highest total score after the eleventh round wins.

Pig *(one die needed to play)*

This game requires a score sheet. Each player takes a turn rolling the die and keeps throwing until they either decide to stop or they roll a 1. When a player decides to stop, they score whatever points they’ve accumulated. If they do not stop before they roll a 1, they are penalized by not having any points added to their score. The first player to reach 100 is the winner.

WARNING: Drilling, sawing, sanding, or machining wood products generates wood dust, a substance known to the State of California to cause cancer. Avoid inhaling dust generated from wood products or use a dust mask or other safeguards to avoid inhaling dust from wood products. Wood products emit chemicals known to the State of California to cause birth defects or other reproductive harm.

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