

YACHT

HOW TO PLAY

OBJECTIVE: To have the **HIGHEST** score at the end of the game!

1. Decide who will go first and that player rolls five six-sided dice and sets aside any numbers of dice they wish to hold back. They may record their score or choose to reroll.
2. The player can reroll any dice they wish, and just like the first roll they can hold back any amount of dice from this roll. Again the player may record their score or choose to reroll a third and final time.
3. The player can reroll any dice they wish, but this time they must record their scores as they can on their score sheets, and cannot roll any more this turn.
4. Once you record a score you can **NOT** replace that score, and you cannot place scores in more than one location.(i.e You cannot use a scored roll of six 6's in YACHT and CHOICE simultaneously!) Some scores can be 0! So if you roll all 3's you can put 0 in the 2's spot!
5. Once the player's turn is done they will hand the dice over to the next player in a round.
6. The player with the **HIGHEST** score at the end of the game wins!

SCORING

Single Numbers:

The left column of the score sheet is numbered 1 through 6. These are scored with the sum of the numbers listed. If you roll five dice and three are 2's you can score this as 4 because $2+2=4$. This is the same for all single numbers 1 – 6. You will NOT add any other dice except for the numbers that match the number area.

Specials:

3 of a kind and **4 of a kind** is the sums of the numbers that are in sets of threes and fours. If you rolled three 6's then your score would be 16.

Choice is basically a free score area where you can use the sum of all five dice. A roll of 1,1,4,2,3 would be a score of 11.

Full house, Small Run, Large Run, and **Yacht** have a point value predetermined so you will simply add the score to the right of the score box.

A Full House is when you have a three of a kind and a pair. (Example: 3,3,3,6,6)

A Small Run is **ANY** four consecutive numbers. (Example: 2,3,4,5)

A Large Run is either 1,2,3,4,5 or 2,3,4,5,6.

A YACHT is all five dice the same number of any number. (Example: 4,4,4,4,4)

The player with the **HIGHEST** score at the end of the game wins!

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PLAYERS: 2+
COMPLEXITY: EASY
NEEDED ITEMS:
- 5 SIX-SIDED DICE

SCORE CARDS

YACHT				
1		3 of a kind		
2		4 of a kind		
3		Full House		25 pts
4		Small Run		30 pts
5		Large Run		40 pts
6		YACHT		50 pts
		Choice		
TOTAL:				
NAME: _____				

YACHT				
1		3 of a kind		
2		4 of a kind		
3		Full House		25 pts
4		Small Run		30 pts
5		Large Run		40 pts
6		YACHT		50 pts
		Choice		
TOTAL:				
NAME: _____				

YACHT				
1		3 of a kind		
2		4 of a kind		
3		Full House		25 pts
4		Small Run		30 pts
5		Large Run		40 pts
6		YACHT		50 pts
		Choice		
TOTAL:				
NAME: _____				

YACHT				
1		3 of a kind		
2		4 of a kind		
3		Full House		25 pts
4		Small Run		30 pts
5		Large Run		40 pts
6		YACHT		50 pts
		Choice		
TOTAL:				
NAME: _____				

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PLAYERS: 1+

COMPLEXITY: EASY

NEEDED ITEMS:

- 5 SIX-SIDED DICE

YACHT

Score Sheet

NAME	1	2	3	4	5	6	3 OF A KIND	4 OF A KIND	FULL HOUSE	SMALL RUN	LARGE RUN	YACHT	CHOICE	TOTAL

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PLAYERS: 1+
COMPLEXITY: EASY
NEEDED ITEMS:
- 5 SIX-SIDED DICE