

<b>GAME N° 10</b>		
<b>YATZY</b>		
<p>Yatzy was invented by a wealthy Canadian couple in the 1950s, and is sometimes known by "The Yacht Game" because they used to play it on – you guessed it – their yacht.</p>		
<b>DICE</b>		<b>5</b>
<b>PLAYERS</b>		<b>1+</b>
<b>AGE</b>		<b>6+</b>

Players collect points by trying to roll different winning combinations from five dice, with three rolls per turn. The point-scoring combinations are kind of like the combinations you see in poker and they can all be found on the score sheet. They are split into a top section – simple numbers – and a bottom section with more poker-y combinations.

Each game consists of 15 rounds. At the start of a round, one player rolls all the dice. They can then either save some of the dice and re-roll the rest, or re-roll them all, to get the combinations they need. Each player can take a maximum of three rolls per round.

The player then needs to choose one of the boxes on the score sheet to add to, and fill in the score they get. **NOTE!** If they can't add a score to any of the boxes, they have to choose one to cross out, scoring 0 in that category and knocking that box out for the rest of the game.

REQUIREMENT	MAX SCORE
ONES	5
TWOS	10
THREES	15
FOURS	20
FIVES	25
SIXES	30
TOTAL	105
<b>BONUS</b>	<b>50</b>
PAIR	12
TWO PAIR	22
THREE-OF-A-KIND	18
FOUR-OF-A-KIND	24
SMALL STRAIGHT, 1-5	15
LARGE STRAIGHT, 2-6	20
FULL HOUSE	28
CHANCE	30
YATZY	50
<b>TOTAL</b>	<b>374</b>

*Players receive the bonus if their score in the top section is 63 or more.*

## CROSSING OUT

If a player can't fill in any of the boxes, they have to choose an empty one to cross out, knocking it out for the rest of the game. Or: they can use Chance!

## CHANCE

If a player can't score in any of the boxes but hasn't yet used or crossed out Chance, they can add up the total of all the dice and put it in this box. Max score 30.

## ALTERNATE VERSIONS

### VERSION 1: NAZTY

In this version of the game, players have to take the combinations in the order in which they're listed above: 1s, 2s, 3s and so on, all the way down to Yatzy. The bonus goes instead to any players who manage to score at least 42 in the top section.

### VERSION 2: SEMI-NAZTY

Everyone takes the top section boxes – in whichever order – first, then the bottom section when every player has finished the top one. No cheating.

### VERSION 3: SAVING YATZY FOR LAST

Any player who has the Yatzy box as yet incomplete on their last roll gets five rolls instead of three.