

## GAME N° 10,5

# MAXI-YATZY

Same rules as Yatzy, but with six dice instead of five, and a few boxes added to the score sheet, on the bottom section.

DICE



6

PLAYERS



1+

AGE



6+

REQUIREMENT

MAX SCORE

THREE PAIRS	30
HOUSE (□□□+□□□)	33
FIVE-OF-A-KIND	30
FULL STRAIGHT (□-□-□-□-□)	21
CASTLE (□□□□+□□)	34
MAXI-YATZY	100

Additionally, in order to get the top section bonus, players need to score at least 84 points from those boxes. The bonus here is worth 100 points.

## SAVING ROLLS

In Maxi-Yatzy, players can save rolls if they don't use all three in their turn. They can then take them in subsequent turns. Choose some kind of marker to represent the saved rolls. We'd recommend either matchsticks or bits of uncooked pasta as you might well have a lot of them at home. Penne look lovely, all lined up in a row, filled with the promise of dice yet unrolled. (Lasagne not so much.)