

MAXI YATZY

5+ years
2+ players
15+ minutes

[Contents]

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6 dice, score pad.

MAXI-YATZY is played like the regular Yatzy game, but it includes 6 dice and therefore offers more possible combinations!

[Object]

Aim of the game

Players try to roll the greatest possible amount of number combinations and mark them in the score pad. The player with the highest score wins.

[Playing the game]

Playing the game

On each round you have three chances to roll any number of dice. You can decide which dice you want to roll again. You can also choose not to use some of your three rolls. The combinations can be picked in any order.

[Keeping a record]

Keeping a record

Pick one player to keep the scores. Each player gets a column in the score pad and the score-keeper marks down everyone's points in the appropriate column and row.

Example: Your first roll gives you 1-2-4-4-6-6. You leave the sixes and roll the four other dice again. The second roll gives you 1-6-4-2. Again you leave the six and roll the remaining three dice, which give you 4-5-5. You ignore the 4 and you have a Full House 6-6-6-5-5, giving you a total score of 28.

You have to fill in a row after every turn, even if it's just a "0". Each row can only be used once during a game.

[Winner]

Winner

The winner is the player who has the highest score when all of the rows in the score pad have been filled!

[The combinations]

The Combinations

Unless otherwise stated, each combination gives you points according to the total value of the dice in your combination.

ONES - SIXES Try to get as many dice of the same number as possible.

BONUS A player who earns 75 points or more on the first part of the score pad, gets **50 bonus points** recorded on this row.

Commented [AT1]: Please note: everything in these Maxi Yatzy rules is identical to the regular Yatzy rules, APART from the sentences marked with blue highlighting!

1 PAIR	Try to roll a pair.
2 PAIRS	Try to roll two pairs.
3 PAIRS	Try to roll three pairs.
THREE OF A KIND	Three dice showing the same value.
FOUR OF A KIND	Four dice showing the same value.
FIVE OF A KIND	Five dice showing the same value.
SMALL STRAIGHT	Five dice showing the values from 1-5. 15 pts.
BIG STRAIGHT	Five dice showing the values from 2-6. 20 pts.
FULL STRAIGHT	Six dice showing the values from 1-6. 21 pts.
FULL HOUSE	A Pair and a Three of a Kind.
VILLA	Two Three of a Kinds.
TOWER	A Pair and a Four of A Kind.
CHANCE	Score the total of the six dice, whatever they show. This is a useful last resort when you get a result that cannot be entered anywhere else.
MAXI-YATZY	All six dice show the same value. 100 pts.

Good luck!