

Snake Eyes Yard Dice™

Take your favorite dice game outside and let the good times roll!



Snake Eyes Yard Dice – The Game

What you need:

1 set of Snake Eyes Yard Dice
1 ring made out of rope, ~3 foot diameter

The game goes like this:

Set the game up similar to darts with a single target ring and a throwing line to stand behind.

Determine an appropriate line to throw from.

Place the ring on the ground, about 10 feet away.

Divide up into teams. Each team throws 6 dice per turn.

Using your Snake Eyes Yard Dice, players toss the dice trying to get them to stay in the ring.

Points are added up based on the value shown on the dice.

The winner is the first team to reach 21 points or a team that rolls all ones - Snake Eyes - in a single turn.

You can play to 11, 15 or 21 points depending on how long you want the game to last.

For more dice games you can play with your set of Snake Eyes Yard Dice visit:

YardDice.com

10,000 (Greedy)

The game requires six standard dice, a pencil and paper.

Play

One can keep shaking as long as you get points on each shake. You can quit shaking at any point and take the points you have accumulated. If you shake and don't get points, you lose what you have accumulated during that sequence, as well as your turn.

To begin, the first player rolls all six dice. If the roll scores any points, he/she may set aside the scoring dice and either roll all remaining dice, hoping to score additional points, or take the points already accumulated this turn and pass play to the next player. A player must score a minimum of 300 points in each turn to bank the score and pass (possibly more in the first roll depending on rules), otherwise the player must continue rolling.

The next player has the option to continue with the accumulated score and number of dice or start fresh with all 6 dice. If you do not score, you lose your turn.

If the player rolls multiple scoring combinations, only one scoring dice is required to be taken with each roll. All other dice may be rerolled if desired. If all six dice score points in one or more rolls of a single turn, the player has "HOT DICE" and gets to roll all six dice again and continues to accumulate points. If at any time a roll scores no points, the player forfeits all points scored that turn and play is passed to the next player. If a player gets zilch three turns in a row he may suffer a 500 point penalty or lose all his points previously accumulated.

Scoring

Each ace (1) on a dice is worth 100 points.

Each five (5) on a dice is 50 points.

If one of the following is shaken in a single roll:

	Three of a kind	Four of a kind.	Five of a kind.	Six of a kind.
1's	1,000	2,000	3,000	4,000
2's	200	400	600	800
3's	300	600	900	1,200
4's	400	800	1,200	1,600
5's	500	1,000	1,500	2,000
6's	600	1,200	1,800	2,400

Winning

The first player to score over 10,000 points is named the temporarily winner. Each remaining player has one more turn to beat that player's score. Whoever ends with the highest score over 10,000 wins the game.

6-5-4 or Ship, Captain, Crew

The game can be played with as few as two people, but is usually played in groups of five to twenty people.

Object

This game is played with five dice. The object of the game is to roll a six (the "ship"), a five ("Captain"), and a four ("crew") with three dice, and get the highest score with the other two dice ("the ship's cargo").

Play

Each player antes at the beginning of the round. It is common for the first person of each round to set the ante for that particular round (\$1 is a common ante). A player gets up to three rolls to get a 6, a 5, and a 4. Once doing so, the remaining dice are added together to form the player's score.

If a 6, a 5 and a 4 is not obtained in one roll, a player needs to roll first a 6, then a 5 and then a 4.

A player who rolls a 6, a 5, and a 4 in fewer than three rolls can choose to re-roll the remaining two dice, in hopes of a better score. It should be noted that if a player decides to continue rolling, their previous high score does not count.

For example, a player's first roll may be 3, 3, 3, 6, and 4. Although the player rolled both a 6 and 4, they can keep only the 6. The player re-rolls the other four dice, and gets 5, 4, 1, and 2, which gives them the 6 (from the first roll), 5 and 4 (from the second roll). The remaining dice are added together to form the player's score for this round: 3. At this point, having rolled the dice only twice, the player can choose either to stay with the current score (3) and pass the dice on to the next player, or to roll two dice a third time.

Then the next player then picks up all 5 dice. Their goal is to try to get a 6-5-4 with a score higher than 3. This player's first roll may be a 5-4-5-5-5. Since they did not get a six, they have to re-roll all 5 dice. Their second roll is a 6-5-4-6-6. They decide to stay with the score of 12. The remaining players try to tie their score. If there is a tie, then all players must re-ante and another round is started by the tying player.

A player who fails to roll a 6, a 5, and a 4 does not score for that turn does not "qualify" and has to re-ante depending on the rules. The winner begins the next round.

If you obtain a 6-5-4, the best score is 6-5-4-6-6 – 12 points. The worst score is 6-5-4-1-1 – 2 points..

Winning

The player with the highest score at the end of the round wins the entire pot.

Whamee

The game is played with a minimum of 2 people. Players take turns rolling five dice. After each roll, the player chooses which dice (if any) to keep, and which to re-roll. A player may re-roll some or all of the dice up to three times on a turn.

Scoring

The following combinations earn points:

- **Ones, Twos, Threes, Fours, Fives or Sixes.** A player may add the numbers on any combination of dice showing the same number. For example, 4-4-4-2-6 would score 4 + 4 + 4 = 12 points in "Fours" or 2 points in "Twos" or even 6 points in "Sixes". Once a player has taken points on a specific number, he or she may not take points for that value again during the game.
- **Straight.** 20 points. A straight is any combination of dice in order: 1, 2, 3, 4, and 5, or 2, 3, 4, 5, and 6. Additionally, in a straight, a one can be placed after a six, meaning a 3, 4, 5, 6 and 1 is also legal.
- **Full house.** 30 points. Any set of three combined with a set of two. For example, 5-5-5-3-3.
- **Four of a kind.** 40 points. Four dice with the same number. For example, 2-2-2-2-6.
- **Whamee.** 60 points. All five dice match.

If a player makes a Straight, Full House, or Four of a Kind on their first roll of a turn, it is worth 10 extra points. A player who makes Whamee on their first roll wins the game.

A player who fails to make any valid score, or chooses not to take any other score, may *scratch* (eliminate) a category, such as Whamee or Twos. If a player scratches a category, that player cannot score on that category for the rest of the game. Specifically, if a player scratches Whamee and subsequently rolls Whamee on their first roll of a turn, it may not be used as an automatic win.

Winning

The winner, if no one scores an automatic Whamee win, is the player who finishes

For more dice games you can play with your set of Snake Eyes Yard Dice visit:

YardDice.com



YARDDice.COM