



**a sack of classic  
yard dice games**

This sack of classic yard dice games will bring fun and laughter to your family and friends for years. Why play inside when you can get active and take your fun outdoors? Each set includes 6 jumbo sized wooden yard dice with a varnish finish to preserve and protect. When not in use the dice should be kept dry and out of the weather.

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# yardzee / yacht / yatzy

**INTRODUCTION** Based on much older dice games, the earliest form of this game was known as Yacht and dates back to 1938. The popular Scandinavian version of the game is known as Yatzy. The game was later commercialised with minor changes by Hasbro under the brand name Yahtzee. In all versions, the aim of the game is to achieve the highest final points total by making the right calls after each roll of the dice. The game consists of a set number of rounds with every player taking a turn and recording a score against a scoring category in each round. The minor differences between the versions relates to the number of scoring categories and the points that are awarded for that category.

**WHAT YOU NEED** Five dice, a scoresheet and a pencil. Printable scoresheets for the different version of the game are widely available for download on the Internet.

**NUMBER OF PLAYERS** 2 or more Scoring: At the conclusion of every turn, a player must record a score in one of the scoring categories even if that score is zero. Once a player has recorded a score against a category, that category cannot be used again.

**HOW TO PLAY** A player commences each turn by rolling all five dice. Once the dice are rolled, they may set aside any of the dice they wish to retain at the current value shown and roll the remaining dice again. The maximum number of rolls on any turn is three. A player does not have to set aside any dice after a roll and may choose to re-roll as many of the five dice as they choose on the second and third rolls. A player may also end their turn after one or two rolls. They do not have to have three rolls in order to complete their turn.

When a player has finished rolling the dice they must select an unused scoring category on the scoresheet and enter a score based on the final values of the 5 dice. If a player has met the criteria to earn points in that category they enter the score they have achieved against that category. If a player has not met the criteria to earn points in the selected category, they enter a score of zero against it.

The criteria that must be met to earn points against every category are defined on the scoresheet.

# yardzee / yacht / yatzy

At the end of a player's turn, if the values of the 5 dice shown qualify to earn points against multiple categories, the player may select any of these to earn points. e.g. if a player has achieved 5 2's, they may earn points against any of the 2s, Yatzy, 3 of a kind and 4 of a kind categories provided that the selected category has not yet been used. The points earned are determined by the rules applicable to the category selected.

**ENDING THE GAME AND FINAL SCORING** The game ends when all players have entered a score (including zero) against every category. The Upper Score and Lower Score totals are calculated. If a player's upper score total is 63 or greater then they earn an additional Upper Score bonus of 35 points. Each player's Total Score is the sum of the Upper Score (including bonus if earned) and Lower Score Totals. The player with the highest Grand Total wins.



# push your luck

**INTRODUCTION** Also known as Farkle, Push Your Luck is a classic dice game of strategic risk taking. The aim of the game is to have the highest score after a player has banked more than 1 0,000 points and all other players have had one final turn.

**WHAT YOU NEED** Six dice and a notepad and pencil for keeping score.

**NUMBER OF PLAYERS** 2 or more

**HOW TO PLAY** Choose one player as scorekeeper to record and keep track of a player's running score for the current turn as well as all players' total points banked during the game. Determine whether the order of play is determined by the players' ages or by the alphabetical order of their first names. All players throw one dice and the highest roller goes first.

On each turn a player starts by rolling all six dice. If the player has not earned any points with the dice just rolled their turn is over and they bank zero points for that turn. If the player has scored any points with the dice just rolled a decision must be made to either: (i) end their turn and bank the running total of all points earned on this turn; or (ii) push their luck and play on in an attempt to accumulate an even higher score for the current turn.

On any turn, a player may not bank a running score that is less than 500. i.e. they must push their luck and play on if they have not yet accumulated a running total greater than 500 points.

When a player is required to play on or chooses to push their luck and roll again, they must set aside any dice that earned points on their previous roll and add that score to their running total for this turn. On each roll, the only dice that should be rolled are those that have not yet been set aside because they have not yet earned points. However, where a player has managed to score points with (and therefore set aside) all six dice and chooses to play on, all dice set aside are now free and the player can continue to try and accumulate points by rolling all six dice on the following roll.

# push your luck



















After each roll, the only dice that may be used to accumulate additional points against the running total for that turn are those that have just been rolled. i.e. any dice set aside on previous rolls cannot be considered in determining whether or not the most recent roll accumulates additional points. e.g. If 3,3,3 were set aside on a prior roll and the player rolls another 3,3,3 the player has earned a triple 3 score twice. They have not earned a six of a kind score.

Where the dice just rolled can earn points in multiple ways a player may set aside (and accumulate points with) as many or as few of the points scoring dice. e.g. If a 3, 3, 3, 1, 4, 6 has been rolled, the player may elect to set aside and accumulate points with either: 1 dice (single 1 score), 3 dice (triple 3 score) or 4 dice (triple 3 score and a single 1 score).

A player's turn continues in this fashion until such time as: (i) they fail to earn any points with the dice just rolled; or (ii) they choose to end their turn and bank their accumulated score for that turn. On any roll, if the player does not earn any points with the dice just rolled, their turn is over and any points in their running total for that turn are lost and a score of zero is recorded against their name for that turn. Points banked on previous turns are not lost.

The game ends when a player has banked more than 10,000 points. Each of the other players then receive one more turn and the player with the highest total is the winner.

## points table

						
<b>1 of a kind</b>	100	0	0	0	50	0
<b>3 of a kind</b>	1000	200	300	400	500	600
<b>4 of a kind</b>	2000	400	600	800	1000	1200
<b>5 of a kind</b>	3000	600	900	1200	1500	1800
<b>6 of a kind</b>	4000	800	1200	1600	2000	2400
<b>Six dice straight</b> 1500						
<b>Any three pairs</b> 750						

# ship, captain, crew

**INTRODUCTION** Ship, Captain, Crew is an old Sailor betting game that has also become a popular drinking game for those who do that kind of thing! The game is also known as 6-5-4, Destroyer and Clickety Clack.

**WHAT YOU NEED** Five dice, a notepad and pencil for keeping score and chips or tokens if the betting version of the game is to be played.

**NUMBER OF PLAYERS** 2 or more. It is a great addictive game for larger groups.

**HOW TO PLAY** In each round every player participating must deposit an agreed ante into the pot. The entire pot will be won by the player that wins that round. The ante can either be a fixed value of chips, counters or coins in every round or it can be varied whereby the player going first determines the ante for that round. In that case, players can then individually choose to play or not play in a round once they know the ante.

Every player takes a turn in an attempt to achieve the highest score for that round as described below. A player's turn consists of either 1, 2 or 3 rolls of the dice. In order to score any points at all, a player must first obtain their Ship (6), a Captain (5) and then a Crew (4) in that order. If after three rolls a player has not yet secured their Ship, Captain and Crew then they score zero for that round.

Once a player has their 6, 5 and 4, they may then play to maximise their "Cargo" (their score). As there are five dice used, the player's score is the sum of the two dice that represent the Cargo. The Ship, Captain and Crew (6-5-4) do not form part of a player's score. The maximum score a player can achieve is a pair of 6s or 12 points.

On their first roll, a player rolls all 5 dice. If they have rolled a 6, 5 and a 4 on the first roll then they have their Ship Captain and Crew in place and can now play on to maximise their Cargo (the sum of the remaining two dice). At this point, the player can either end their turn and accept the current values shown on the two Cargo dice or roll one or both of those dice on the second roll. The player then faces the same decision for their final roll. i.e, They may roll none, one or both of the two Cargo dice in attempting to maximise their score. At the end of their turn, the sum of the final values on the two Cargo dice is their score.



## ship, captain, crew

If after a player's first roll they do not have their Ship, Captain and Crew in place (6-5-4), they must use the second roll to try and secure them. A player must secure their 6-5-4 in that order. i.e, If a player has not rolled a 6 on their first roll but has rolled a 5 and a 4, they cannot set aside the 5 and the 4 and must roll all five dice again on the second roll. If however a player has rolled a 6 and a 4, but not a 5, they may set aside only the 6 and must roll the other four dice on their second roll. If the player then rolls a 5 and 4 on the second roll, they can set these aside and either end their turn if they are satisfied with their two Cargo dice values, or roll one or both of the two Cargo dice for their final roll.

The traditional drinking version of this game is played in the same way except no ante is required and at the end of the round, all players apart from the player that won the round must take a drink.

# snake in the hole

**INTRODUCTION** Snake in the Hole is a seriously good fun dice throwing game that requires skill and a little bit of luck to defeat your opponents. The name Snake in the Hole is derived from the expression “snake eyes” that is commonly used for a pair of dice showing one. The first team to accumulate 21 points wins.

**WHAT YOU NEED** Six yard dice, a 2.5 metre length of rope, a notepad and a pencil.

**NUMBER OF PLAYERS** 2 or more.

**HOW TO PLAY** Place the rope on the ground and form a circle. This becomes the target (the “Hole”) for scoring points. Note, a 2.5m length of rope forms a circle about 80cm wide but the game can be made harder or easier by using a longer or shorter length of the rope to form a larger or smaller Hole. Place any object on the ground 3 - 4 metres from the Hole to mark the throwing position.

Form two teams with 1,2,3, or 6 players per team. As each turn involves throwing 6 dice, teams of this size will result in each player having the same number of dice to throw on each turn.

To start, each team throws a single dice and the highest score goes first. On each turn a team tosses all 6 dice one by one from behind the throwing position and attempts to have them come to rest inside the Hole. Only dice that are inside the Hole at the end of the team’s turn will score points. Note, any dice that are knocked out of the Hole if hit by another dice will not count. Additionally, the points scored for dice that are inside the Hole at the end of the team’s turn are the final resting values shown on the dice. i.e. if a dice changes from its initial value after it is hit by another dice the final resting value is used and not the value originally landed.

At the end of a team’s turn, the team scores the sum of all dice inside the Hole and adds this to their score. However, if only two dice have landed inside the Hole and both dice have a value of one, a Snake in the Hole is declared and the other team’s score must go back to zero. The team that scored two ones also gets two points.

Play continues with teams taking turns until a team surpasses 21 points to win the game.

# stuck in the mud

**INTRODUCTION** A great game of chance for kids. Keep rolling and accumulating points until all dice are stuck in the mud.

**WHAT YOU NEED** Five dice, a pencil and score pad

**NUMBER OF PLAYERS** 2 or more

**HOW TO PLAY** Agree on an odd number of rounds to be played. The overall winner will be the player who wins the most rounds.

To complete a round, every player has a turn and achieves a score as described below. Each round is won by the player with the highest score.

To start, a player rolls all 5 dice.

If there are no 5s or 2s rolled, the player adds up the values of the dice just rolled and adds that to their score for this round.

If there are any 5s or 2s rolled, the player scores no points for this throw. The dice with a value of 5 or 2 are said to be stuck in the mud, put to the side, and take no further part in the player's turn.

The player then continues to roll however many dice are remaining (ie those not stuck in the mud) to accumulate points. Points are never scored for throws where a 5 or 2 has been rolled. The player's turn is over when all 5 dice are stuck in the mud and there are no dice left to throw.

# blackjack 21 (simple)

**INTRODUCTION** Chance your arm and play the addictive dice version of this classic card game. The aim of the game is to achieve a score as close as possible to 21 without going over 21.

**WHAT YOU NEED** Six dice, a pencil and score pad

**NUMBER OF PLAYERS** 2 or more

**HOW TO PLAY** Agree on an odd number of rounds to be played. The winner will be the player who wins the most rounds. Agree on a playing order based on the age or alphabetical order of first names of the players.

Player 1 rolls three dice and their preliminary score (sum of the three dice) for this round is recorded by the scorer. The other players then all do the same in the agreed playing order.

After all players have their three dice preliminary score, player 1 must decide if they will roll another dice or end their turn and "sit" on their current score. Once a player "sits", their score is final for that round. If they roll another dice, the value of the dice rolled must be added to their current score. If the player's updated score is 22 or higher, the player has "busted" and they are eliminated from that round. The player continues to roll a single dice adding to their current score until either they have chosen to "sit" or they have "busted". All of the other players then do the same and finalise their score for that round in the required playing order.

The round winner is the player that has achieved the highest score that is 21 or lower. If two players have tied, no winner is declared and the round is played again.

The next round then commences with the playing order rotating by one player so that the player who went second in the previous round goes first in the new round.

# blackjack 21 (betting)

**INTRODUCTION** Chance your arm and play the addictive dice version of this classic card game. The aim of the game is to achieve a score as close as possible to 21 without going over 21.

**WHAT YOU NEED** Six dice, a pencil, score pad and betting tokens, chips or coins.

**NUMBER OF PLAYERS** 3 or more

**HOW TO PLAY** The aim of the game is to win money or tokens from your opponents. The player with the most at the end of the game wins.

One player is designated as the Dealer whereby all of the other players compete individually against the Dealer and not against each other. Pre-agree how the Dealer role will be rotated between players. e.g. after a set number of rounds have been played or after a player achieves 21 they become the new Dealer.

One player does not play and is designated as the Referee. The Referee acts as an independent scorekeeper and holds the player's bets. The Referee receives and keeps track of all scores achieved and total bets placed by the players. Pre-agree how the Referee role will be rotated between players. e.g. the Referee is always the player that was the most recent Dealer.

Before play begins, players must pay an agreed "ante" or initial bet amount. This can either be a fixed sum of money or a set number of playing tokens such as poker chips. The Dealer does not have to pay an ante to play.

Once all players have paid their ante to the Referee, the Dealer leaves the playing area so that they are not aware of the other players final scores. The other players then take their turns as described in the Simple Blackjack rules until such time as they "sit" on a final score or they have "busted". After the preliminary three dice have been rolled, players must also pay the Referee a pre-agreed fixed bet amount for every additional dice roll they choose to make. The exception to this is where a player's running total is 9 or less in which case they may at their discretion either pay for their additional roll or roll for free. The Referee must keep track of all final scores and total amounts bet for each player.

## blackjack 21 (betting)

After all players have completed their turn and the Referee has recorded final scores and collected all bet amounts from the players, the Dealer must return. The Dealer then rolls their initial three dice plus any additional single dice rolls at their discretion until such time as they have "busted" or they have decided to "sit" on a final score. The Dealer always rolls the dice for free.

The Referee then shares the results of the other players rolls and bet payouts take place as follows:

**DEALER WINS** - If a player has busted, their total bet always goes to the Dealer (even if the Dealer also busts).

- If a player achieves a final score less than or equal to that of the Dealer, their total bet is always paid to the Dealer (but only if the Dealer has not busted).

**PLAYER WINS** - If a player achieves a final score under 21 but higher than that of the Dealer (or the Dealer busts), the player receives their original bet back from the Referee plus the same amount again must be paid to them by the Dealer.

- If a player achieves a final score of exactly 21 and the Dealer either busts or achieves a score below 21, the player receives their original bet back from the Referee plus 1.5x that same amount must be paid to them by the Dealer. E.g. If their total bet was 6, they receive their 6 back from the Referee plus another 9 must be paid to them by the Dealer.

Established in 2009, Planet Finska are Australian designers and merchants of properly crafted traditional games. We believe in design and craftsmanship that is consistent with the origin and tradition of these timeless games. We believe things should be made to last and we always use environmentally responsible timber. Our games are real and interactive in the truest sense of the word. We believe great games are a catalyst for family and friends to socialize, laugh and create memories.

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