



How to Play Yacht

Each player in turn tries to score the highest possible amount for each of the twelve categories on the score sheet. In each turn a player has up to three throws rolling the dice, setting aside any they wish to use for a category and rolling the remainder. They do not have to use all three throws and may stop after the first or second. Players must fill in a score for a category after each turn but once it is used they may not change it. Categories may be filled in any order.

After each player has had twelve turns and all the categories on the score sheet have been filled, the scores are totalled, and the player with the highest total, wins the game.

- 1 Ones** Score one point for each 1 thrown. Maximum of 5 points.
- 2 Twos** Score two points for each 2 thrown. Maximum of 10 points.
- 3 Threes** Score three points for each 3 thrown. Maximum of 15 points.
- 4 Fours** Score four points for each 4 thrown. Maximum of 20 points.
- 5 Fives** Score five points for each 5 thrown. Maximum of 25 points.
- 6 Sixes** Score six points for each 6 thrown. Maximum of 30 points.
- 7 Little Straight** 1, 2, 3, 4, 5. Scores 30 points.
- 8 Big Straight** 2, 3, 4, 5, 6. Scores 30 points.
- 9 Full House** Three-of-a-kind and a pair. Scores total value of all dice.
- 10 Four of a Kind** Scores total value of the four dice. i.e. 6, 6, 6, 6, 2 scores 24 points.
- 11 Chance** No pattern required. Scores total value of all five dice.
- 12 Yacht** Five-of-a-kind scores 50 points.

For example a turn might go something like this. A player rolls all five dice resulting with the numbers 6, 6, 6, 3, 3. They could score for a full house without any further throws. But if the full house category is already used they would set aside the three 6s and roll the remaining two dice to try and gain a good score for the sixes category. The remaining dice are rolled again and come up as a 4 and 6. The 6 is kept making four-of-a-kind and the remaining die rolled as the last throw. It is a 6 as well making a Yacht (five-of-a-kind) and scores 50 points which ends a very lucky turn. It is common for a player to enter zero for a category and players often use the 1s for this because it is low scoring.

<http://www.dice-play.com/Games/Yacht.htm>



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