

HOW TO PLAY YACHT



The Dice

Each die has six sides, ranked low to high:
Nine, Ten, Jack, Queen, King, and Ace



The Goal

Roll to create **Multiples** and **Poker Hands**.

Gameplay (2 or More Players)

Choose a player to begin.

When your turn starts, roll **all five dice**.
After rolling, you can choose to re-roll
once or twice more, with any or all dice.

Next, choose a row to score your turn.
Every turn must be scored, and each row
can only be scored once per player.

* If your roll isn't ideal or doesn't meet
the requirements of a row, you must
choose to forfeit any row for **0 points**.

Now it's the next player's turn.

Continue until all rows are scored.

Strategy Tip

Try filling out the **Multiples** section first,
aiming to score at least 3 dice per row.

Victory!

The player with the most points wins!
... Best out of three?

		NAME						
		GAME	1	2	3	1	2	3
MULTIPLES		PT						
<i>score 5 points for each ...</i>	Ace	5 /ea.						
	King	5 /ea.						
	Queen	5 /ea.						
	Jack	5 /ea.						
	Ten	5 /ea.						
	Nine	5 /ea.						
POKER HANDS								
Yacht (5 of a Kind)		50						
Four of a Kind		45						
Straight (9-K or 10-A)		40						
Full House		30						
Three of a Kind		20						
Two Pair		10						
One Pair		5						
TOTALS								
Multiples Total		➡						
Bonus	if Multiples Total is 90+	10						
Poker Hands Total		➡						
Grand Total		➡						