



SWOOC Giant Quick Dice Plus Yardzee Plus Farkle All Weather Yard Dice Game Set User Guide

[Home](#) » [SWOOC](#) » SWOOC Giant Quick Dice Plus Yardzee Plus Farkle All Weather Yard Dice Game Set User Guide 

Contents

- [1 SWOOC Giant Quick Dice Plus Yardzee Plus Farkle All Weather Yard Dice Game Set](#)
- [2 Product Information](#)
- [3 INCLUDES](#)
- [4 SETTING UP THE GAME](#)
- [5 HOW TO PLAY](#)
- [6 PENALTIES](#)
- [7 LOCKING ROW](#)
- [8 YARD FARKLE](#)
- [9 Documents / Resources](#)



SWOOC Giant Quick Dice Plus Yardzee Plus Farkle All Weather Yard Dice Game Set



Product Information

Includes

- Quick Dice
- Ages 8+ | 2-5 Players
- 1 Collapsible Bucket
- 6 Dice
- 5 Score Cards

Objective:

Score the most points by crossing out as many numbers in the four-color rows as possible while avoiding penalty points.

Setting up the Game:

Each player gets 1 score card & 1 marker. The most important rule to remember when playing Giant Quick Dice is that numbers must be crossed out left to right in each of the four color rows. You do not have to begin with the number farthest to the left, but if you skip any numbers, they cannot be crossed out afterward.

How to Play

Everyone rolls one die. The highest number goes first. If there is a tie, the tied players can roll again until there is a winner. Play will continue in a clockwise direction.

The player to go first will be the roller. The roller rolls all six dice. The following two actions are now carried out in order, always one after the other:

1. The roller adds up the two wood color dice and announces the sum to all players. All players may then (but are not required to) cross out the number that the active player announced in any (but only one) of the color rows.
2. The roller (but not the others) may then (but is not required to) add one of the wood color dice together with any one of the colored dice and cross out the number corresponding to this sum in the color row corresponding to the color of the chosen die.

- **Penalties:**

- If, after the two actions, the roller doesn't cross out at least one number, he must cross out one of the penalty boxes. Each penalty box is worth -5 points at the end of the game. (The non-rolling players do not take a penalty if they choose not to cross out a number.)

- **End of a Round:**

- Once all players have recorded their scores for the round, the next player becomes the new roller and re-rolls all six dice. Then the two actions are carried out once again, one after the other.

- **Locking Row:**

- If you wish to cross out the number at the extreme right end of a color row (blue 12, orange 12, green 2, violet 2) you must have first crossed out at least five numbers in that row. If you cross out the number on the extreme right, then also cross off the lock symbol directly next to it. This indicates that the color row is now locked for all players and numbers of this color cannot be crossed out in future rounds. The die of the corresponding color is immediately removed from the game.

- **NOTE:** If a row is locked during the first action, it is possible that other players may, at the same time, also cross out the number on the extreme right and lock the same color-row. These players must also have previously crossed out at least five numbers in that row. The cross on the lock counts toward the total number of crosses marked in that color row.

- **Ending the Game:**

- The game ends immediately as soon as either someone has marked a cross in his fourth penalty box or as soon as two dice have been removed from the game (two color rows have been locked). It may occur (during the first action) that a third row is locked simultaneously with the second row.

INCLUDES



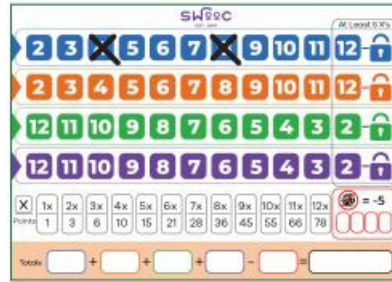
OBJECTIVE

Score the most points by crossing out as many numbers in the four color-rows as possible while avoiding penalty points.

SETTING UP THE GAME

Each player gets 1 score card & 1 marker. The most important rule to remember when playing Giant Quick Dice is

that numbers must be crossed out left to right in each of the four color rows. You do not have to begin with the number farthest to the left, but if you skip any numbers, they cannot be crossed out afterward.
 Ex. If you cross out the 4 in the top row, and then cross out the 8, you can not cross anything off to the left of the 8 in that row now.



HOW TO PLAY

- Everyone rolls one die. Highest number goes first. If there is a tie, the tied players can roll again until there is a winner. Play will continue in a clockwise direction.
- The player to go first will be the “roller”. The “roller” rolls all six dice. The following two actions are now carried out in order, always one after the other:
- The “roller” adds up the two wood color dice and announces the sum to all players. All players may then (but are not required to) cross out the number that the active player announced in any (but only one) of the color rows.

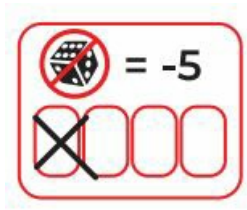


- The “roller” (but not the others) may then (but is not required to) add one of the wood color dice together with any one of the colored dice and cross out the number corresponding to this sum in the color row corresponding to the color of the chosen die



PENALTIES

- If, after the two actions, the “roller” doesn’t cross out at least one number, he must cross out one of the penalty boxes. Each penalty box is worth -5 points at the end of the game. (The non-rolling players do not take a penalty if they choose not to cross out a number.)



END OF A ROUND

- Once all players have recorded their scores for the round, the next player becomes the new “roller” and re-rolls all six dice. Then the two actions are carried out once again, one after the other.

LOCKING ROW

- If you wish to cross out the number at the extreme right end of a color row (blue 12, orange 12, green 2, violet 2) you must have first crossed out at least five numbers in that row. If you cross out the number on the extreme right, then also cross off the lock symbol directly next to it. This indicates that the color row is now locked for all players and numbers of this color cannot be crossed out in future rounds. The die of the corresponding color is immediately removed from the game.
- **NOTE:** If a row is locked during the first action, it is possible that other players may, at the same time, also cross out the number on the extreme right and lock the same color-row. These players must also have previously crossed out at least five numbers in that row. The cross on the lock counts toward the total number of crosses marked in that color row.

ENDING THE GAME

- The game ends immediately as soon as either someone has marked a cross in his fourth penalty box or as soon as two dice have been removed from the game (two color rows have been locked). It may occur (during the first action) that a third row is locked simultaneously with the second row.

SCORING

- Beneath the four color rows is a table indicating how many points are awarded for how many crosses within each row (including any locks marked with a cross). Each crossed out penalty box scores five minus-points. Enter your points for the four color-rows and the minus-points for any penalties in the appropriate fields at the bottom of the scoresheet. The player with the highest total score is the winner.

YARDZEE

- The object of Yardzee is to obtain the highest score from throwing the 5 dice. The game consists of 13 rounds. In each round, you roll the dice and then score the roll in 1 of 13 challenges. You must score once in each category. The score is determined by a different rule for each category. The game ends once all 13 categories have been scored.
- **GAME START**
- To start with roll all dice. After rolling you can either score the current roll, or re-roll any or all dice. You may only roll the dice for a total of 3 times. After rolling 3 times, you must choose a category to score. You may

score the dice at any point in the round, ie. it doesn't have to be after the 3rd roll.

SCORING

- To score your combination of 5 dice, write it on the scorecard under your name to the category of your choosing. There are two sections to the score table- the Upper Section and the Lower Section. Once a box has been scored, it cannot be scored again for the rest of the game (except the Yardzee category), so choose wisely.

FULL HOUSE

- A Full House is where you have 3 of a Kind and 2 of a Kind. Full houses score 25 points. i.e. 3-3-2-3-2 would score 25 in the Full House category.

FIRSTYARDZEE

- A Yardzee is 5 of a Kind and scores 50 points, although you may elect NOT to score it as a Yardzee, instead choosing to take it as a top row score and safeguard your bonus.

UPPER SECTION SCORING

- If you score in section of the table, your score is the total of the specified die face. So if you roll: 5-2-5-6-5 and score in the Fives category, your total for the category would be 15, because there are three fives, which are added together. If the One, Three, or Four Categories were selected for scoring with this roll, you would score a zero. If placed in the Two or Six category, you would score 2 and 6 respectively.

BONUS

- The lithe total of Upper scores is 63 or more, add a bonus of 35.

LOWER SECTION SCORING

- In the lower scores, you score either a set amount or a zero if you don't satisfy the category requirements.

3 AND 4 OF A KIND

- For 3 of a Kind, you must have at least 3 of the same die faces.
- You score the total of all the dice. For 4 of a Kind, you would need 4 die faces to be the same.

SMALL & LARGE STRAIGHT

- A Straight is the sequence of faces, where a Small Straight is 4 consecutive faces, and a Large Straight 5 consecutive faces. Small Straights score 30 points and a Large scores 40 points. So if you rolled: 2-3-2-5-4 you could score 30 in Small Straight or 0 in Large Straight.

ADDITIONAL YARDZEES

- If you roll a second Yardzee in a game, and you scored your first Yardzee in the Yardzee box, you would score a further bonus 100 points in the Yardzee box. You must also put this roll into another category as follows; If the corresponding Upper Section category is not filled then you must score there. I.e. if you rolled 4-4-4-4 and the Fours category is not filled, you must put the score in the Fours category. If the corresponding Upper Section category is filled you may then put the score anywhere on the Upper Section (scoring zero). In 3 of a Kind, 4 of a Kind, and Chance categories you would score the total of the die faces. For the Small Straight, Large Straight, and Full House categories, you would score 30, 40, and 25 points respectively.

CHANCE

- You can roll anything and be able to put it in the Chance category. You score the total of die faces.

SCRATCH OR DUMP SCORES

- Scratch scores You can score any roll in any category at any time, even if the resulting score is zero. E.g, you can take 2-3-3-4-6 in the 5's category. It will score 0. This could be used near the end of a game to lose a poor roll against a difficult-to-get category that you; ve failed to fill (e.g. Long Straight or Yardzee)

YARD FARKLE

OBJECT OF THE GAME: BE THE PLAYER WITH THE HIGHEST SCORE OVER 10,000

FARKLE FACTS

Single 1's and 5's are worth points. Other numbers count if you get three or more of the same number in a single roll. Other combinations of numbers are worth points if you get them in a single roll. Note: Dice from multiple rolls cannot be added together. For example, if you set aside one 5 (50 points) on your first roll and two 5's (100 points) on your second roll, you have 150 points. You cannot add them together to make three 5's (500 points) Some scoring dice must be removed after every roll.

| SCORING | | | |
|--------------|-----------------|----------------------------|------------------|
| FIVES | = 50 pts | ONES | = 100 pts |
| 3 ONES | = 300 pts | Four of a Kind | = 1000 pts |
| 3 TWOS | = 200 pts | Five of a Kind | = 2000 pts |
| 3 THREES | = 300 pts | Six of a Kind | = 3000 pts |
| 3 FOURS | = 400 pts | 1-6 Straight | = 1500 pts |
| 3 FIVES | = 500 pts | 3 Pairs | = 1500 pts |
| 3 SIXES | = 600 pts | Four of a Kind with a Pair | = 1500 pts |
| | | Two Triplets | = 2500 pts |

SET UP


- Pick one player to be the scorekeeper.
- All players roll one die Whoever has the highest roll goes first, with play passing left.

PLAY

- When it's your turn, place the 6 dice in the bucket and roll them.

- After each roll, set aside dice that are worth points and roll the rest of them. You must remove at least one die after each roll and keep a running total of your points for that turn.
- If you set aside all 6 dice, you can roll them all again to build your running total.
- If you cannot set aside any dice after a roll, that's Farkle. You lose your running total of points for that turn and play passes to the left. A Yardkle could happen on your first roll or when you roll the remaining dice.
- To get on the scorepad for the first time, you must have a running total of 500 points before you stop rolling.
- After your first score of 500 points or more is recorded, you may stop rolling at any time and have the scorekeeper add your running total for that turn to your accumulated score. Once your points are entered on the scorepad, they are safe, and you cannot lose them.
- **WINNER:** WHEN A PLAYER'S ACCUMULATED SCORE IS 10,000 OR MORE, EACH PLAYER HAS ONE LAST TURN TO BEAT THAT TOTAL. THE PLAYER WITH THE HIGHEST SCORE WINS.

Documents / Resources

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|  | <p>SWOOC Giant Quick Dice Plus Yardzee Plus Farkle All Weather Yard Dice Game Set [pdf] User Guide Giant Quick Dice Plus Yardzee Plus Farkle All Weather Yard Dice Game Set, Plus Yardzee Plus Farkle All Weather Yard Dice Game Set, Farkle All Weather Yard Dice Game Set, Weather Yard Dice Game Set, Yard Dice Game Set, Dice Game Set, Game Set</p> |
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