



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.

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.

Mia

Mia is a simple dice game with a strong emphasis on bluffing and detecting bluff. You need two dice and the ability to hide the dice from the other players.

Play/ Rules

All players start with six lives. (determine a way to keep track: pennies, matches, beer cans, a die, etc)

The first player rolls 2 dice and keeps their value concealed with a bucket, blanket, behind a tree or other device. The player then has three choices:

- Tell the truth and announce what has been rolled.
- Lie and announce a greater value than that rolled.
- Lie and announce a lesser value.

The concealed dice are then left where they were and the next player has three options:

- Believe the passer. The new player moves to look at the dice and decides whether to re-roll them or keep them, and must announce a higher value.
- Call the passer a liar and look at the dice. If the dice show a lesser value than that announced, the passer loses a life and the receiving player starts a new round. However, if the dice show a greater or equal value, the new player loses a life and the next player starts a new round.
- Pass the dice to the next player without rolling or looking at them, announcing a higher value. This relieves the original passer of all responsibility. This choice rests on the assumption that the previous player announced a lesser value than he/she rolled, which may be a sensible choice if he/she wants to get at a player further down the line.

Note that each player must always announce a value greater than the previous value announced, unless he/she is passed a Mia in which case the round ends.

If *Mia* is announced, the next player has two choices:

- He/she may give up without looking at the dice and lose **one** life.
- He/she may look at the dice. If it was a Mia, she loses **two** lives. If it wasn't, the previous player loses one life as usual.

The first player to lose all his lives loses the entire game. Generally, the loser must buy the next beer.

Scoring

Unlike most dice games, the value of the roll is not the sum of the dice. Instead, the highest die is multiplied by ten and then added to the other die. So a 2 and a 1 is 21.

The highest roll is 21 and called *Mia*. The next is all the doubles from 11 up to 66, and then back down again. The highest to lowest, is as follows:
 21, 11, 22, 33, 44, 55, 66, 65, 64, 63, 62, 61, 54, 53, 52, 51, 43, 42, 41, 32, 31

Snake Eyes Yard Dice™

Play your favorite dice games in the yard and let the good times roll!

For more detailed directions and other games that are recommended for your set of Snake Eyes Yard Dice or to order a set visit:

YardDice.com



Three Man

A drinking game played with two dice. The game can be played with a large group of people (6-15).

Rules

There is no "official" set of rules, and certain rules may vary from house to house.

Play

A player's turn begins by rolling two dice. If the player rolls a total of three (a two and one), that player becomes "The Three Man." Any time after this when any player rolls a total of three, they become The Three Man. After the initial Three Man has been chosen, any time a player rolls a three on a single dice, the Three Man must take a drink - if the player rolls two threes, the Three Man takes two drinks. If the player rolls a total of five, the player behind them has to take a drink and if the player rolls a seven, the person ahead of them drinks. If the player rolls doubles, there is a "roll off." In a roll off, the player who rolled doubles chooses two other players and hands each one a die, which the players then roll at the same time. The player who rolls the lower number must "drink the difference" - for example, if one player rolls a five and the other rolls a one, the player who rolled the one must take 4 drinks (5-1=4 drinks).

A more recent adjustment to the game allows players to create a new rule that all players must abide by. This is only done after there are three successful rolls by a single player on a single run. Doubles, Three Man the hard way (1+2), 7 and 5 all count towards this. Rolling a basic 3 does not count. The most popular rule is the "Green Man" rule, in which all players must remember to take the imaginary plastic green soldier off their respective drinks prior to starting drinking. After the round of drinking is done, players must return the "Green Man" to his resting place.

21 Aces

The game is played by counting the "ones" - also known as "aces"- that are rolled. The person who rolls the seventh ace gets to pick the shot that will be consumed. The person who rolls the fourteenth ace gets the honor of paying for the shot. The person who rolls the twenty-first ace has to drink the shot. Play the game by removing dice as the game progresses. You will only have one dice left when the twenty-first ace is rolled. Feel free to modify what you are playing for.

Number of One's Rolled	# of dice played with
1-16	5
17	4
18	3
19	2
20	1
21	YOU DRINK

Sixes

Line up six cups, size unimportant. Get a pitcher(s) of beer. And a single die. Everyone sits around and someone starts by rolling the dice. The number you roll corresponds to the number of the cup in the line. If it's empty fill it as much as you want, if it contains beer, drink it all, and roll again. If you clear the table chances are the party will become more enjoyable (at least for you). Keep rolling until you roll a number corresponding to an empty cup - fill the cup up and pass the die.

7,11, or doubles

Need a glass, two dice, people and beer.

Object

Drink your beer before a 7,11 or doubles is rolled.

Play

The person rolling the dice fills a glass to taste. Once the opposing player starts drinking the glass, the other starts rolling until a 7, 11 or doubles are rolled.

If the drink is finished before a 7,11 or doubles are rolled, then the cup and dice move to each player's left. If a 7, 11, or doubles is rolled before the drink is finished, the cup is filled back up. The round is repeated.

If the dice are touched first, the roller must drink the glass. If more than 2 people are playing, just go around the circle, or devise your own pattern.

This is a very fast paced game - get ready to move around the yard!

Desperate to Drink

You need one die and at least 3 people to play (6 is the optimum).

If 6 people are playing, each player chooses one of the numbers on the die (1 through 6). A player then rolls. When your number is rolled, you take one drink.

The same player keeps rolling the die until he/she rolls his/her own number. That person then takes a drink and passes the die. When the same player rolls the dice five times in a row, without rolling their own number, they can make a rule. The game moves pretty quickly, and a lot of beer may be consumed in a short time. When less than 6 people are playing, possibilities include: each player gets 2 numbers (for 3 people playing); one number being defined as "automatically bad roll" (if rolled, player drinks and his turn ends); or one number being "everyone's" while another number is "automatically bad". It all depends on how many players there are and how brave (or desperate) they are.

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 with the same number.

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 automatically 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 the game with the most points.