

W9540 Jumbo FiveZee Rules

Overview: The goal of the game is to get as many points as possible by rolling combinations of five dice. You can roll up to three times, possibly choosing to just roll some of the dice each time. After you roll, you choose which row on the score sheet to use based on the combination rolled. Different combinations of dice earn points differently. If you don't meet the requirements for the combination you choose, you will get zero points for that slot. The game ends when you have filled in all the slots in the game. The points are divided into two sections, the upper section and the lower section.

Game Play: Put the dice in the bucket, shake and roll them out. You can keep as many of the dice as you desired from zero up to 5. After your three rolls are up, you have to choose the combination you want credit for (you do not have to use all three rolls). After 3 rolls, a player must select which row they want to record that turn in.

Upper Section: Points for the top section are determined by adding up all the dice that match the number in that row. For example, if you rolled a 1, 3, 4, 4, and 3, you would get 6 points in the 3's row ($2 * 3$), or 1 point in the 1's slot ($1 * 1$), or 8 points in the 4's slot ($2 * 4$). If you get 83 points in the upper section, you will also get a 35 point bonus.

Lower Section: The rows in the lower section are based on combinations. Each row has a different rule for when you can get points for it and how the score is calculated. The combinations are mostly based on poker hands and are listed below. The order of the dice does not matter—the only thing that matters is the numbers.

Combinations

Slot	Rule	Points	Example
Three of a kind	Three (or more) dice with the same number	Sum of all the dice	5, 3, 5, 5, 1 => 19 points
Four of a kind	Four (or more) dice with the same number	Sum of all the dice	3, 3, 3, 5, 3 => 17 points
Full House	Three dice with matching numbers and the other two dice with matching numbers	25 points	2, 2, 3, 3, 2 => 25 points
Small Straight	At least four of the dice are in consecutive numerical order (remember that order doesn't matter)	30 points	3, 4, 5, 6, 3 => 30 points
Large Straight	All five of the dice are in consecutive numerical order (note that the only possible combinations are 1,2,3,4,5 and 2,3,4,5,6; of course the order doesn't matter)	40 points	2, 3, 4, 5, 6 => 40 points
FiveZee	All five dice are the same (five of a kind)	50 or 100 points (see FiveZee section below)	2, 2, 2, 2, 2 => 50 points
Chance	Any combination	Sum of all the dice	2, 2, 4, 6, 1 => 15 points

Special FiveZee Rules:

The first time you get a FiveZee in a game it is worth 50 points (if you use it in the FiveZee slot). If you roll another FiveZee *after* you have already gotten the 50 points (i.e., you didn't take a zero), you will get a 100 point bonus.

You can also use additional FiveZee as wildcards on the bottom section **if** you have already filled in number you rolled on the upper section. For example, if you have used the 1's, 3's, 4's, and 6's on the top section and you roll a FiveZee in 5's, you cannot use it as a wildcard but you could use a FiveZee in 3's. Since a FiveZee meets the requirements for a 3 of a kind, 4 of a kind, full house, and chance, it will always give you points in those slots. Extra FiveZees can be used as wildcards regardless of whether you got any points for the first one.