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# Sixzee Rules

## What do you need to play Sixzee?

Sixzee can be played by any number of players from one (solitaire) up to infinity, but is probably most fun when played with between 2 and 4 players.

All you need to play is a pen and paper and six regular six-sided dice, and each player should have their own scoresheet - you can print ours or you can draw your own.

And finally you must decide how many rounds you will play. It is most common to play only one round at a time, but you can play any number of rounds. And roll a die to see who will start: highest starts first. If there is a tie, the tying players should roll again.

### Turn Sequence

Players take turns to play. When it's your turn, you must roll all six dice to start. You may then choose which dice to keep and which dice to re-roll. You pick up the dice to re-roll and roll them again for the second roll. You may then have a third roll of the dice, again choosing which dice to re-roll and roll them all at the same time.

The six dice that you are left with must now be used to score in an empty scoring box on your score sheet.

See below to find out how to calculate your score. Once you know your score, you will write it in that scoring space and that scoring space is now filled and cannot be used again for the rest of the round, even if the score was a zero.

### Score Placement

You may place your score in any scoring space that does not already have a score (including zero or more).

### Ones, Twos, Threes, Fours, Fives, Sixes

All of these scoring spaces work in a similar way. You count up the related number of dice that you have rolled and add up only those dice. For example, if you place your score in ones, count up all the

ones that you rolled, add up the total of those dice and score them in Ones. Likewise for all other numbers.

### Three of a Kind

If you have rolled at least three of the same number, then add up all six of the dice to calculate your score for three of a kind.

### Four of a Kind

If you have rolled at least four of the same number, then add up all six of the dice to calculate your score for four of a kind.

### Five of a Kind

If you have rolled at least five of the same number, then add up all six of the dice to calculate your score for four of a kind.

### 3-2-1

If you roll three of one number, two of another number and one of another number, then you may score in 3-2-1. The three sets of numbers must be different. Add up all six dice to calculate your score for 3-2-1.

### Three Pairs

If you are able to separate all six dice into three pairs of same numbers then you may score the total of all six dice in Three Pairs. The paired dice do not have to be different to the other pairs, therefore 22-33-22 and 11-22-33 and 33-33-33 all count as three pairs.

### Two Triples

If you are able to separate all six dice into two sets of three dice of the same number then you may score the total of all six dice in Two Triples. The triples do not have to be different to each other, therefore 444-111 and 555-555 and 333-666 all count as two triples.

### Low Straight

A low straight is where you roll four numbers that can form a row of numbers. This could be: 1,2,3,4 or it could be 2,3,4,5 or it could be 3,4,5,6. If you rolled a low straight, score 20 points.

### High Straight

A high straight is where you all five numbers can form a row of numbers. This could be: 1,2,3,4,5 or it

could be 2,3,4,5,6 If you rolled a high straight, score 30 points.

### Super Straight

A Super straight is where all six numbers can form a row of numbers from 1 to 6. If you rolled a super straight, score 40 points.

### Sixzee

A sixzee is where all six numbers are the same. If you rolled a sixzee you may score 60 points.

### Chance

This scoring slot is your saviour when you do not have good luck. You count up all the dice and the total is your score for this slot. It is therefore impossible to score zero here.

### Scoring Zero

If you do not match the criteria for any of the scoring slots then you would score zero in that space. You are allowed to place zeros at any point, you choose where to score your points and then score according to that's space's rules.

### Bonuses

You can score bonuses of 30 points for filling certain areas of the scorecard:

#### Numbers Bonus

If you reach a total score of 84 or more on the left hand side of your score (scoring spaces ones to sixes), then you may score an additional 30 points as a bonus. It happens that 84 is a total of an average of four of each number, i.e.  $4 \times \text{ones} + 4 \times \text{twos} + 4 \times \text{threes} + 4 \times \text{fours} + 4 \times \text{fives} + 4 \times \text{sixes}$ . So if you score four of each number you will hit the bonus. However, it follows that if you score more than four of any one number, for example let's say you get 5 sixes, then you would not need to score any ones at all and can afford to 'drop' some of the other numbers too, as long as the total reaches 84 or more you will get the bonus.

#### Kinds Bonus

If you score more than zero in each of three of a kind, four of a kind and five of a kind, then you will automatically score 30 points.

#### Pairs and Triples Bonus

If you score more than zero in each of 3-2-1, three pairs and two triples, then you will automatically

score 30 points.

### Straights Bonus

If you score more than zero in each of low straight, high straight and super straight, then you will automatically score 30 points.

### Sixzee Joker

If you have six numbers all the same this is a Sixzee! If you have already filled the sixzee space with any number at all, including 0 AND if the corresponding scoring space on the left hand side is also filled (ie. Fours, when you roll a sixzee with fours), then you may use this sixzee as a joker.

A joker means that you can either score your dice roll normally (i.e. 444444 would be 0 points if placed in ones, 24 points if placed in fours, three of a kind or four of a kind or five of a kind), or you may use the joker and place it in 3-2-1, three pairs or triples for 24 or low straight for 20, high straight for 30 or super straight for 40.

### Sixzee Bonus

If you roll a Sixzee and If you have already scored more than 0 points in the sixzee box in this round AND if you can place this sixzee in a scoring space to score more than 0 points, then you will also score a bonus of 100 additional points!

### Ending the Round

Once all of the score spaces are filled in a round (17 turns each), then the round ends. You should total up all the points scored in that round and write that number on the score sheet. Make sure to calculate any bonuses that are due.

If you are playing multiple rounds then you may now start the next round and all of the scoring spaces become available again.

### The Winner

Once you have finished all of the rounds you have committed to, you should then add up the scores on each player's score sheet. The winner at the end of the game is the player with the most total points!

Sixzee was designed by <https://www.freethedice.com/> and is based on the very popular game Yahtzee.