

Dice in Dice Yatzy Rules

If you don't know how to play regular Yatzy please read the rules below first, then return to these.

The major difference between Dice in Dice Yatzy and regular Yatzy is the dice. In Dice in Dice Yatzy you use double dice. No, not twice as many, but large transparent hollow dice (from now on called outer dice) with smaller dice within (inner dice).

During scoring you ALWAYS only use five inner dice and five outer dice. The inner and outer dice you do not use don't need to be part of the same double dice. Players may use any five inner and any five outer dice.

When making combinations you count the inner dice by themselves and the outer by themselves. But since one is inside the other you cannot save the inner and reroll the outer.

When you are done rolling you score the combination from the inner dice and then from the outer.

Remember: always disregard one outer and one inner die. This is also valid on Chance, Extra, Ones to Sixes and Yatzy with optional scoring.

A regular Yatzy has an odd number of combinations to score. Since you always score two at a time with Dice in Dice Yatzy we have added one combination: Extra, to make it even. There are three variants of how you use this. One of these will score negative points. For that reason it's placed after Grand Total and has a Final Score below it. Choose the variant that you like.

Variant 1: Works as Chance, but you score negative points. You are not allowed to cross this out.

Variant 2: Works exactly as Chance, the score is positive.

Variant 3: A free cross out. Put a cross here when you use it and score no points.

Scoring variants: Dice in Dice Yatzy will of course work with international or German scoring or strict Scandinavian (where four of the same cannot be two pairs and five of the same cannot be a full house). Please feel free to use any scoring method you like.



E.g. after a roll is finished you have (outer-inner) 6-5, 6-4, 3-3, 3-2, 4-1, 3-2, i.e. outer: 6-6-4-3-3-3 and inner: 5-4-3-2-2-1. Disregard the four from the outer and score 6-6-3-3-3 as a full house. Disregard one of the inner twos and score 1-2-3-4-5 as a low straight.

Yatzy Basic Rules

Use five ordinary six sided dice. Roll all dice and decide which to keep. Reroll the rest. Again decide which to keep and reroll a last time. It's of course allowed in the second reroll to roll dice saved in the first reroll. Hopefully you managed to make one of the combinations below. Fill in your score. If not you must cross out one combination and get no score for it. Next time you have to go for another combination until all are filled.

Upper Half: Ones, Twos etc: Here you score the sum of one value; ones, twos, etc. E.g. if you get 3-3-3-6-6 you score either 9 on threes or 12 on sixes.

Total: Sum up all scores for ones to sixes.

Bonus: If your total for ones to sixes is more than or equal to 63 (=an average of three dice for each) you score 50.

Pair: Two dice with the same value. E.g. 5-5-?-?-? score 10.

Two Pairs: E.g. 5-5-6-6-?, scores 22. You're of course allowed to score four dice with the same value as two pairs.

Three of a kind: E.g. 2-2-2-?-?, scores 6.

Four of a kind: E.g. 4-4-4-4-?, scores 16.

Low Straight: 1-2-3-4-5, scores 15.

High Straight: 2-3-4-5-6, scores 20.

Full House: A pair and a three of a kind.

E.g. 3-3-3-4-4, scores 17. It's of course allowed to use five of a kind as a full house.

Chance: Anything goes. Sum up all dice.

E.g. 1-5-4-3-3, scores 16.

Yatzy: Five of a kind, e.g. 3-3-3-3-3.

Scores 50. As an optional rule you can add the sum of all dice to the 50. This makes sixes more valuable than ones.

Grand Total: Sum up everything from Total down (you don't get to count ones to sixes twice).