**YellowUp**

**Please be careful with children handling the dice. Dice should never go in their mouth as they can be a choking hazard!**

**Dice Legend**

| Black Dice | Addition |
| --- | --- |
| Red Dice | Subtraction |
| Green Dice | Multiplication |
| Purple Dice | Square & square root |
| White Die | Operators, + - x |
| White Numbers  “Basic” | On 8-sided dice will have the numbers 2-9 |
| Yellow Numbers  “Advanced” | On 8-sided dice will have the numbers 6-13 |

**Type of Game:**  YellowUp is a competitive game that is very similar to yahtzee. It is our only game that cannot be scored just with scratch paper or on our dry erase sheets. We have a printable score sheet on our website next to the video instructions for the game.

**Who Should Play:** Anyone who has played yahtzee is ready for YellowUp.

**Materials Needed:** The five yellow numbered dice (Two black, two green and one red.)

**Skills Reinforced:** Addition, multiplication and making mathematically sound decisions.

* **How to play**
* YellowUp is basically yahtzee on steroids,Because our numbers range from 6 to 13 instead of 1 to 6 the scores will be much higher.
  + Because our dice have 8 sides instead of 6 it will be more difficult to get certain combinations, thus we have different ways of scoring and different bonuses, all of which are explained clearly on the printable score sheet.
  + The biggest fundamental difference in our scoring is that the value of a full house (full boat) and the value of runs of three, four and five are not predetermined, but are determined by the numbers that make up the collection. For example, a “full boat” does not have a predetermined value, but is the sum of the numbers that make it up. If you roll three 10’s and two 6’s your “full boat” will be worth ( 3 x 10) + (2 x 6) or 42 points A “perfect” full boat would consist of three 13’s and two 12’s for 63 points. Bigger is better in Yellow Up. Likewise a run of 3 would be worth 21 points if the 3 consecutive numbers were 6-7-8 while a run of 11-12-13 would be worth 36.
  + Finally, there are two different bonuses players can earn on the top half of the scorecard, simply because it is much more difficult to get 3 of each of those numbers with our 8 sided dice than with the traditional 6 sided dice. Note that players may earn both bonuses if their total is 228 or more. 228 is fairly difficult to achieve and even 200 is not easy.
  + The other significant difference in how YellowUp is scored compared to yahtzee is that in yahtzee 5 of a kind is always worth 50 points. In YellowUp, because 5 of a kind is so much more difficult to get it is worth 80 points. However, if a player chooses to use their 5 of a kind on the top half of the scorecard instead of as a “5 of a kind” on the bottom half of the scorecard they get five times whatever number it is that they rolled, along with a 30 point bonus, so while 5 of a kind is generally worth 80 points it could be worth only 60 if the player rolls five 6’s and uses it as their score in the 6 box on top (5 times 6 plus 30 point bonus equals 60) or as much as 95 points if he rolls five 13’s and puts it in the 13 box on top (5 times 13 plus 30 point bonus). Not only is 95 a bigger score than 80, but 95 in the 13 box on top gives the player a very good chance of getting additional bonus points on the top half of the scorecard. Decisions, decisions….