

# Numahtzee

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SCORE CARD	Players Name						
<b>OF A KIND SECTION</b>		<b>SCORING</b>					
Ones	Count only Ones						
Twos	Count only Twos						
Threes	Count only Threes						
Fours	Count only Fours						
Fives	Count only Fives						
Sixes	Count only Sixes						
Sevens	Count only Sevens						
Eights	Count only Eights						
Nines	Count only Nines						
3 of a kind	Count all dice						
4 of a kind	Count all dice						
5 of a kind	Count all dice						
Full house	Count all dice						
<b>SUBTOTAL</b>	----->						
<b>Bonus if over 200</b>	<b>Score 100</b>						
<b>TOTAL</b>	----->						
<b>STRAIGHT SECTION</b>							
Small odd straight	Count dice and double						
Long odd straight	Count dice and triple						
Small even straight	Count dice and double						
Long even straight	Count dice and triple						
Small straight	Count dice and double						
Long straight	Count dice and triple						
Low straight	Count dice and double						
High straight	Count dice and triple						
Short prime straight	Count dice and double						
Long prime straight	Count dice and triple						
All primes	Count dice and double						
Chance anything	Count dice and triple						
<b>SUBTOTAL</b>	----->						
<b>Bonus if over 200</b>	<b>Score 100</b>						
<b>TOTAL</b>	----->						
<b>PATTERNS SECTION</b>							
(2 dice can make one number, eg 1,2 is twelve)							
Multiples of 2	Count dice plus 25						
Multiples of 3	Count dice plus 35						
Fibonacci 1,1,2,3,5	Count dice times 5						
Powers of 2	Count dice plus 18						
Powers of 3	Count dice plus 19						
Pythagorean Triple	Count dice + 12						
Square Numbers	Count dice and square						
A Palindrome	Count dice and double						
Three pairs (six dice)	Count dice and double						
Triangular Numbers	Count dice and triple						
Players' pattern	Count dice times 3						
<b>SUBTOTAL</b>	----->						
<b>Bonus if over 200</b>	<b>Score 100</b>						
<b>TOTAL</b>	----->						
<b>GRAND TOTAL, add all three TOTALS</b>							

**Read the Rules!** *Make up new rules and new patterns!*  
 Play with six ten sided 0-9 dice. Play teams or singles.  
 Choose any five dice for 'Of a Kind' and 'Straight' Sections.  
 Zero is even and 3,4 or 5 zeros count as three, four or five of a kind respectively.  
 Each player has four throws and does not have to use them all.  
 Every turn score somewhere on the sheet. Highest combined score wins.  
 Players' pattern must be explained successfully to others.

