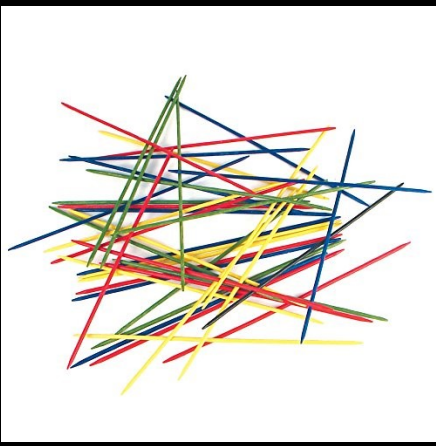


Giant Games

Instruction sheet



PAim: lay giant versions of classic games

Games:

Pick up Sticks - Yahtzee - Jenga

Pick Up Sticks

Aim is to pick up the most point by picking up sticks

Taking turns try and pick up a stick without moving another stick. If you move a stick while you are trying to pull out another stick, you must let go of the stick and stop your turn. Every time that you successfully pick up a stick, you may try to pick up another stick. If you manage to pick up the black stick then you may use that stick to move other sticks away from sticks that you want to pick up. The black stick is the only stick that can be used to move other sticks

Points are assigned based on the color of the sticks. Black = 25 points, Red = 10 points, Blue = 5 points, Green = 2 points, Yellow = 1 point



Jenga

Set up

Place down three blocks side by side, place another three blocks on top facing the other direction, keep building the tower with alternating rows until all blocks are used up; straighten the tower so all sides are nice and even.

To Play

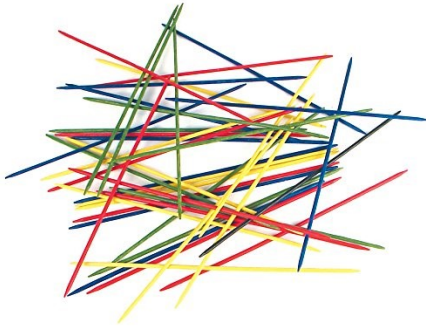
Try to take a block out by tapping the short side of it, or by pulling it out.

Once you pull it out, place the block on the top of the tower, take turns doing this until the tower falls. When the tower falls the game is over.



Giant Games

Instruction sheet



Yahtzee

Aim is to roll 5 dice to come up with different combinations. The game consists of 13 rounds.

Each round a player can have up to 3 rolls to make their combination.

A score must be written in for each round, if nothing can be written in then put a zero in one of the categories; and you forfeit being able to gain points for that category for the rest of the game.

Scoring

The Upper Section

In the upper score section, you total only the specified die face. In these boxes, if a player scores a total of at least 63 points, a bonus of 35 points is added to the upper section score, when the game is over.

Three-of-a-kind

In this, 3 dice out of 5 should have the same face. The score is calculated as sum of all the dice faces.

Four-of-a-kind

Similarly, Four-of-a-kind should have 4 out of 5 die faces the same. Score will be the summation of all the face values.

Full House

A Full House is a roll where you have a combination of a 3 of a kind, and a pair (two cards same). Full house score is 25 points.

Small Straight

A small straight is a sequence of 4 consecutive die faces, and they fetch you 30 points.

Large Straight

A large straight is a sequence of 5 consecutive faces, scoring 40 points.

YAHTZEE

A Yahtzee is actually a Five-of-a-kind, i.e., all the dice faces are the same, and it scores 50 points. If you roll more than one Yahtzee in a single game, each additional Yahtzee roll will earn a 100-point bonus, provided that you have in store a 50 in the Yahtzee category. If you have not scored anything in the Yahtzee category, you will be devoid of bonus. If you have a zero in the Yahtzee category, the rule is that you cannot receive any bonuses throughout the game.

Chance

Chance is the catch-all roll; a turn that will not fit in any other category, hence the name. You can roll anything and all you do is total all the die values, to get the score.