

Maxi Yatzy Special 8

Description: Old fashioned standard Yatzy is played with 5 dice and MaxiYatzy with 6 dice. Using instead 8 dice, extra strokes and different points for Yatzy gives an extra dimension to the game and you get an opportunity to use strategy and not rely solely on luck/chance. It also means that a player who is behind in a game through smart play and a bit of luck and e.g. strike a few entries at the end, take extra strokes and bet everything on a Yatzy can overtake and win in the last stroke.

Parts: The game consists of 8 playing dice, 2 indicator dice, two cover cups and protocol or Microsoft Excel file with Macros, which works best on a tablet or laptop with a touch screen, Windows and MS Excel. Points for the first 6 entries are automatically calculated by entering the number of dice, points for pairs, threes etc. are calculated by entering the dice value and for the others the actual sum must be entered. In the boxes just below the player initials, the number of points, plus or minus, that apply to get the bonus, i.e. if you e.g. have hit 7 deuces, 2 are shown in green, which means you have 2 to spare and only need to hit 4 ones. Correspondingly, if you have instead hit 4 ones, -2 is shown in red, which means that you have to hit 7 of something else to be able to get the bonus. At the bottom, the total for each player is shown with the one with the highest score against a green background. At the end of the game, statistics can be saved by selecting "Clear Game Data".

Objective: To fill the various posts with as many points as possible. All the entries score the points that the dice show e.g. a three-plus-three with fives and sixes scores 33 points. The only exception is a Yatzy, i.e. all the dice of the same denomination that scores 50 points plus what the dice show e.g. Yatzy in fives gives 90 points ($50 + 8 \times 5$). A partial goal is to get at least 6 of each in the first six squares, which is 126 points in total. If this is successful, you are rewarded with 100 bonus points. A good strategy is usually to bet on 7 fives or sixes in order to minimize the number of ones or twos needed.

How: The game is played by 2 players and consists of 31 rounds. Each player has three strokes per round, where any number of dice may be saved on the game table to be included in the next stroke. If the player accepts the dice before all strokes are done, he/she may save the remaining strokes for later rounds. Saved strokes are indicated by the indicator dice that are under the cups at the start of the game. If e.g. a player hits a pair on the first stroke and chooses to keep it, the opposing player removes the cup and places the indicator die with the two facing up, showing that the player has two extra strokes to his credit. These strokes are saved and can be used in any future round, i.e. in the mentioned example he/she can do five strokes in the next round. When using extra strokes, the opposing player subtracts strokes from the indicator die and when all are used, the cup is placed on the die again. A maximum of two strokes per round can be saved, i.e. you must do at least one stroke and a maximum of six strokes can be saved in total, i.e. you can do a total of nine strokes in a row (three regular plus six saved). If you have six saved strokes and you choose to keep the dice after the first or second stroke, the saved ones are counted down instead. For example, you have six strokes saved and you hit a full straight in the second stroke that you want to keep, the saved strokes count down to five or if you have five strokes saved and you hit a full straight in the first stroke, one stroke is added and one is subtracted so you remain at five saved. If you have the opportunity to improve your round, you can always do one or two more strokes to keep the saved shots. You must then tell the opposing player what you are aiming for and if it goes in you must take it. For example, you have six strokes saved as above and hit a full straight, a three and a four in the first stroke and you only have Chance left which can be better. If you, in the two remaining strokes of the two dice (three and four), each time get a total of less than seven (3+4) you can then keep the straight. However, should it be higher than seven in any of the strokes, i.e. better than the first stroke, you must (in this example) accept it on Chance even if it is in the second stroke if it cannot be improved and you then also lose one of the saved strokes. The option to skip the straight and pick up any of the dice that make up the straight or all of the dice is of course also available.

Other: If you use a limited playing field and one or more dice end up outside the playing field or if one or more dice end up against the edge of the playing field or against another die so that it is not possible to determine the value, the whole strike must be redone. Saved dice in a round remain on the playing field/table for the next stroke(s), but if this is done so that it collides with one or more of the saved ones and changes their values, it is the new value that counts.

Tip: It is very easy to lose count of strokes so it is a good habit to have both players participate in the count of strokes and e.g. joins in and says "last regular" after the opponent's 3rd stroke and then counts 1, 2, 3, etc. when using the extras.