

Yahtz Ques

A Comprehensive Game Guide (created with LLM Assistance)

Introduction

Welcome to *Yahtz Ques*! This game is a thrilling dice-based challenge inspired by the classic Yahtzee, featuring unique twists and strategic elements. Designed for three teams, each game consists of 14 rounds per team, requiring skill, luck, and strategic decision-making. This guide will walk you through the game's rules, scoring, and mechanics to ensure an engaging and competitive experience.

Game Components

- **5 Dice** (used for rolling each round)
 - **The Digital Scorecard** with 14 categories for scoring
 - **Three-Teams** to play
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Objective

The goal of *Yahtz Ques* is to accumulate the highest score across 14 rounds by rolling five dice and strategically selecting scoring categories. Players earn points based on specific combinations and can maximize their scores through bonuses.

Game Setup

1. **Enter Team Names:** Each of the three teams enters a name before starting the game.
 2. **Game Board Display:** The scorecard consists of:
 - A **leftmost column** listing scoring categories.
 - Three **team columns** for recording scores.
 - A designated **current team indicator** (brightened column).
 3. **Turn Rotation:** The game follows a turn order of **Team 1** → **Team 2** → **Team 3**, repeating in cycles.
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Gameplay Mechanics

Rolling the Dice

- Each player rolls **five dice per turn** and can roll up to **four times**.
- Players may choose to stop rolling **earlier** to earn a bonus:
 - **Natty Bonus (+3 points):** Stop after the first roll.
 - **FTO Bonus (+2 points):** Stop after the second roll.
 - **Book Bonus (+1 point):** Stop after the third roll.

Entering Dice Values

- After rolling, the player selects their **five dice values** from a pop-up interface displaying six possible numbers.
- Once selected, a second pop-up appears to **choose a bonus (if applicable)**.

Choosing a Scoring Category

- Each round, a player **must select one category** from the scorecard and record their roll’s result.
 - **Once a category is used, it cannot be selected again.**
 - If a roll does not match any category requirements, the player enters a **0 (“Crap”)** in that category.
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Scoring System

The scorecard is divided into two sections: **Top Section (Numbers)** and **Bottom Section (Combinations)**.

Top Section (Number-Based Scoring)

Category	Description	Scoring Rule
Aces	Sum of all dice showing 1	1+1+1+3+4 → 3 points
Twos	Sum of all dice showing 2	2+2+2+5+6 → 6 points
Threes	Sum of all dice showing 3	3+3+3+3+4 → 12 points
Fours	Sum of all dice showing 4	4+4+5+5+5 → 8 points
Fives	Sum of all dice showing 5	1+1+2+2+5 → 5 points
Sixes	Sum of all dice showing 6	3+3+6+6+6 → 18 points

- **Bonus:** If a player scores **63+ points in the Top Section**, they earn a **35-point bonus**. This is displayed in **parentheses** next to their total.
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Bottom Section (Combination-Based Scoring)

Category	Description	Scoring Rule
Chance	Any combination of dice	Sum of all dice
3K (Three of a Kind)	At least three matching dice	Sum of all dice
4K (Four of a Kind)	At least four matching dice	Sum of all dice
Boat (Full House)	Three of one number, two of another	35 points
Scum (Small Straight)	Four sequential dice	20 points
Large (Large Straight)	Five sequential dice	50 points
Yahtz	All five dice the same	55 points
Goat	Dice sum <10	35 points

End of Game & Winner Determination

- After all **14 rounds per team** are completed, final scores are **automatically calculated**.
 - The **total score** is the sum of:
 1. **Top Section Score** (with bonus if applicable)
 2. **Bottom Section Score**
 - The **team with the highest score wins**.
 - The **2nd and 3rd place teams** are also displayed with their final scores.
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Game Strategies

Maximizing Your Score

1. **Use the Bonus Wisely:** A **Natty Bonus (3 points)** can give a significant edge.
2. **Plan for the Upper Bonus:** If possible, reach **63+ points in the Top Section** to claim the **35-point bonus**.
3. **Use the Chance Category Smartly:** If no other category fits your roll, “Chance” is a good backup.
4. **Save Yahtz for the Right Time:** Rolling five-of-a-kind is rare but guarantees **50 points**.

Avoiding Common Mistakes

- **Don’t waste valuable categories early.** Keep flexible options for later turns.
 - **Think ahead!** If you have low numbers, consider rolling again instead of settling for a low-scoring entry.
 - **Watch your opponents!** Be mindful of their scores and bonuses.
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Frequently Asked Questions (FAQ)

Q1: Can I change a category after selecting it?

No. Once a category has been selected and scored, it **cannot be changed**.

Q2: What happens if I can't use any category?

You must **enter "Crap" (0 points)** in any unused category.

Q3: Can multiple teams tie for first place?

Yes. If teams have the same score, **they are declared co-winners**.

Final Thoughts

Yahtz Ques BS"D is a game of **strategy, probability, and fun!** Whether you play casually or competitively, the key is to enjoy the experience and challenge yourself with new strategies. Gather your teams, roll the dice, and let the best team win!

Game Developer Credits

Developed with love and dedication to making dice games more exciting and engaging for players worldwide.

Play smart, roll wisely, and may the best team win!