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|  | **Gonzaga Men’s**  **Basketball Yahtzee**  For fans ages 5 and up |

**THE DICE:**

* The game uses five, fifteen-sided dice.
* The sides of each die represent the GU Men’s Basketball 2017-2018 Roster:

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| Joel  Ayayi  #11  Joel Ayayi  Guard  Bench | Jack  Beach  #2  Jack Beach  Guard  Bench | Brandon  Clarke  #15  Brandon Clarke  Forward  Bench | Rui  Hachimura  #21  Rui Hachimura  Forward  Bench | Jeremy  Jones  #22  Jeremy Jones  Forward  Bench |
| Corey  Kispert  #24  Corey Kispert  Guard  Bench | Jacob  Larsen  #14  Jacob Larsen  Forward  Bench | Alex  Martin  #5  Alex Martin  Guard  Bench | Silas  Melson  #1  Silas Melson  Guard  Starter | Zach  Norvell Jr.  #23  Zach Norvell Jr.  Guard  Starter |
| Josh  Perkins  #13  Josh Perkins  Guard  Starter | Brian  Pete  #20  Brian Pete  Guard  Bench | Killian  Tillie  #33  Killian Tillie  Forward  Starter | Jesse  Wade  #10  Jesse Wade  Guard  Bench | Johnathan  Williams  #3  Johnathan Williams  Forward  Starter |

**HOW TO WIN:**

Roll dice 5 times to get the highest score after all 22 rounds.

**HOW TO PLAY:**

Bladow write…see examples online for ideas if needed…

**SCORING:**

The scorecard is split into upper and lower sections.

**UPPER SECTION:**

The upper section scores only the player used during that turn, their score is based off their player number, for example, getting Johnathan Williams 3 times, and Jesse Wade 2 times, will score 9 points for the Williams section, and 20 for the Wade section

**LOWER SECTION:**

**3 of a Zag**

The score is the value of all 5 dice added up.

**4 of a Zag**

The score is the value of all 5 dice added up.

**Full Team**

A player must have 3 Guards and 2 Forwards to accomplish this score,

the score will be 25 points, regardless of the players number values.

**The Bench Brigade**

A player must have 5 players from the Bench to accomplish this score,

The score will be 30 points, regardless of players number values.

**The Starters**

A player must have all 5 Starters to accomplish this score,

The score will be 40 points, regardless of players number values

**The Kennel**

No combos necessary, the score of this roll will be all the players numbers totaled together.

**Zombie Nation**

A player must have 5 of the same player to accomplish this score,

The score will be 100 points, regardless of players number values.

**SCORECARD:**

Develop after figuring out the other stuff…add stuff as needed…this is just to get started

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| **UPPER SECTION** | **HOW TO SCORE** | **PLAYER 1** | **PLAYER 2** | **PLAYER 3** |
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| **TOTAL** |  |  |  |  |
| **BONUS** |  |  |  |  |
| **TOTAL OF UPPER SECTION** |  |  |  |  |

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| **LOWER SECTION** | **HOW TO SCORE** | **PLAYER 1** | **PLAYER 2** | **PLAYER 3** |
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| **TOTAL** |  |  |  |  |
| **BONUS** |  |  |  |  |
| **TOTAL OF LOWER SECTION** |  |  |  |  |

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| **TOTAL OF LOWER SECTION** |  |  |  |  |
| **TOTAL OF UPPER SECTION** |  |  |  |  |
| **GRAND TOTAL** |  |  |  |  |