



— RULES —

How to play Yan

tactics, chance & five dice

Basic rules

- 1 Turn & rolls**
Three rolls per turn with all five dice at once. After each roll, keep any dice you want and re-roll the rest. You do not have to use all three rolls.
- 2 Score or strike**
After each turn, enter the result somewhere on your score sheet. If you cannot, a box must be struck out — a strike scores zero points.
- 3 End of game**
When every box is filled, the points are totalled. The player with the most points wins.

The four columns

- | | | |
|----------|---|-----------|
| ↓ | Top-down | ×2 |
| | Start with ones, work down to sixes. Boxes may be struck out. | |
| L | Free play / Libre | ×1 |
| | Enter the result in any box, in any order. | |
| ↑ | Bottom-up | ×3 |
| | Start with YAN, work upward. Boxes may be struck out. | |
| 1 | First roll | ×4 |
| | Only the value from the first roll of the series counts. | |

Scoring figures

- | | |
|-----------------|--|
| 1-6 | Upper section
Collect as many of the same face as possible. Bonus 60p at 60–69p total, 70p at 70p or more. |
| MIN | Minimum
Minimum allowed 18p. Must be lower than MAX. |
| MAX | Maximum
Highest possible with five dice. Must be higher than MIN. |
| 2 PAIR | Two pair
Two different pairs. +10p bonus. |
| FULL | Full house
Three of a kind + a pair. +20p bonus. |
| STRAIGHT | Straight
Small 1–5 or large 2–6. +30p bonus. |
| FOUR | Four of a kind
Four of the same face. +40p bonus. |
| YAN | Five of a kind
1–4: +50p. Five 5s: +70p. Five 6s: +80p. |

Scoring summary

Each column is totalled separately. First, add the subtotal of the upper section (1–6) including any 60p or 70p bonus. Then add the points for MIN, MAX and the remaining scoring figures. The column total is multiplied by its multiplier (×2, ×1, ×3, ×4). Finally, the results of all four columns are added together to give the final score of the game.