

GB Game rules

Yams



4 - 8 years



2 - 4



10 min

Contents:

4 cards - 28 counters - 5 dice

Aim of the game:

Fill a row with 3 counters or get a "Yamslam".

Getting the game ready:

Each player receives one card and 7 assorted counters. The dice are placed in the middle of the table.

Playing the game:

The youngest player starts. The game is played in a clockwise manner.

Each in turn, players will attempt to roll a combination of dice that lets them win a counter that they can put on their card.

In order to do this, players can roll the dice up to 3 times in a row. With each throw, they decide whether they want to throw all the dice again or to put some dice to one side in order to make a combination (and in this case, to only throw the other dice).



Square:  you have to get at least 3 whales

Square:  you have to get at least 3 elephants

Square:  you have to get at least 3 parrots

Square:  you have to get at least 3 chameleons

Square:  you have to get at least 3 monkeys

Square:  you have to get at least 3 lions

Square:  you have to get 4 identical animals

Square:  you have to obtain at least 5 different animals

When a player successfully puts a combination together, they place a counter on the corresponding square.

Who wins?

- Once a player has got 3 counters in a row, they have won the game.
- If, during their go, a player gets a «Yamslam» (5 identical animals), they immediately win the game.



A game by Renaud Drieux